



Privateer Press

NO QUARTER

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Mar. 2011



UNWAVERING WRATH

WARMACHINE: WRATH
PREVIEWS CONTINUE

RULES OF ENGAGEMENT

RULES FOR BATTLE ENGINES

ENGINES OF WRATH

A BATTLE ENGINE BATTLE REPORT

DEVIL IN IRON

DEATHJACK IN THE GAVYN KYLE FILES





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Khador's Gun Carriage by Andrea Uderzo

Andrea Uderzo is a rising star in the game industry. He lives in Italy, where he works as a freelance illustrator collaborating with several major game companies, including Privateer Press. Andrea loves to collect books on illustration and listen to movie soundtracks. View more of his artwork at <http://andreauderzo.deviantart.com/gallery>.

BEWARE OF ADAM

As many of you know, Adam Johnson spends most of his day as the customer service representative for Privateer Press. However, Adam has another vital role to play here at Privateer Press HQ.

Armed with a 60-pound voltaic Cygnaran battle blade, Adam stands ready to defend the Privateer Press lobby from any and all intruders (he's a medium-based, 8-wound solo with Cleave, Fearless, Reach, and Tough). Here we see Adam, blade in hand, poised to deal with an office supply salesman who wouldn't take no for an answer.



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OPENING SALVO

BIGGER IS BETTER

March is upon us here in Seattle, which means rain—and lots of it. The ever-present gray skies can be a bit of a downer. Still, it's easy enough to escape the dreariness of inclement weather by heading indoors, gathering around a 4' x 4' table, and wrecking someone's face in an engrossing game of **WARMACHINE**. (I've been having quite a bit of success with my new Cygnar army.)

In addition, March marks the beginning of spring, and traditionally, spring is about all things new and the promise of good things to come. This issue of *No Quarter* hits on that theme quite a bit, largely by giving you more previews of the upcoming **WARMACHINE: Wrath** (promise of good things to come) and revealing the rules for the new battle engines (all things new).

As you can probably tell by Andrea Uderzo's stunning cover art depicting Khador's mighty Gun Carriage, the real stars of this issue are the battle engines. In my estimation, battle engines are one instance where bigger truly is better, and battle engines are currently the largest models in the game. That new 120 mm base is a sight to behold on the battlefield, giving each battle engine a tabletop presence like no other model in the game.

Excited about the battle engines yet? Good. Because we don't just give you a taste of battle engines in this issue; we go whole hog and give you three in-depth articles about **WARMACHINE**'s latest and greatest creations.

The battle engine goodness kicks off with the latest batch of **WARMACHINE: Wrath** previews, wherein the stats for one of the battle engines are revealed in all their army-shredding glory. We follow that up with a

Guts & Gears article on the Gun Carriage, giving you the history of the mighty vehicle, tips on how to use it on the table, and an expanded tutorial on how to paint up a Gun Carriage of the 5th Border Legion.

The crowning glory of this battle engine issue is the Engines of *Wrath* Battle Report. Here creative director Ed Bouelle and quartermaster Jen Ikuta square off with 50-point lists, each featuring a battle engine. In fact, Ed's list includes two! Needless to say, this depiction of an epic confrontation between Khador and the Retribution of Scyrath reveals quite a bit about how battle engines perform in the field.

This issue isn't just about battle engines, though. We've got plenty of great articles covering the gamut of **WARMACHINE** and **HORDES** topics. Power Progression teaches you how to build a world-conquering Legion of Everblight army; two new Theme Forces are revealed in Forces of Distinction; Gavyn Kyle delves into the dark history of the Deathjack; and Terrain Building shows you how to create fantastic Protectorate of Menoth buildings. That's just the tip of the iceberg in an issue brimming with new and exciting content.

So gird up, get ready, and make some space on your tabletop. The engines of *Wrath* are on their way.

Aeryn Rudel
Editor-in-Chief

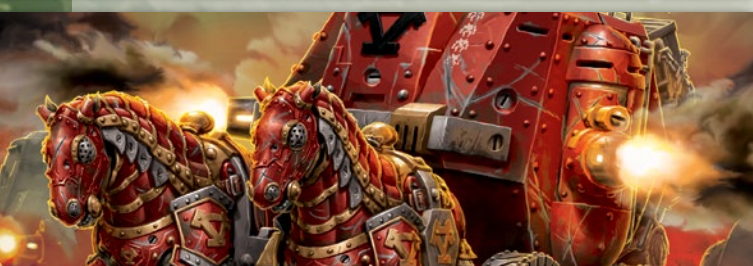
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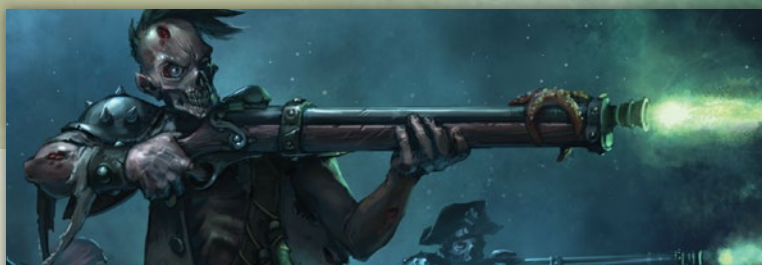


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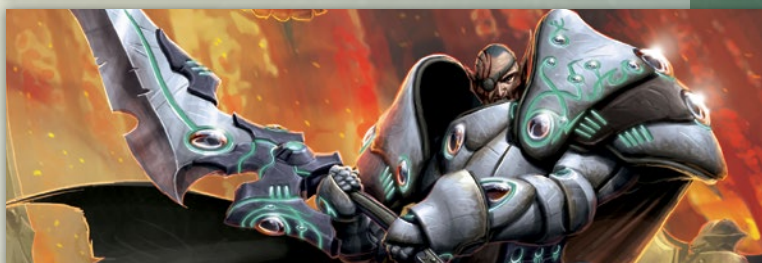


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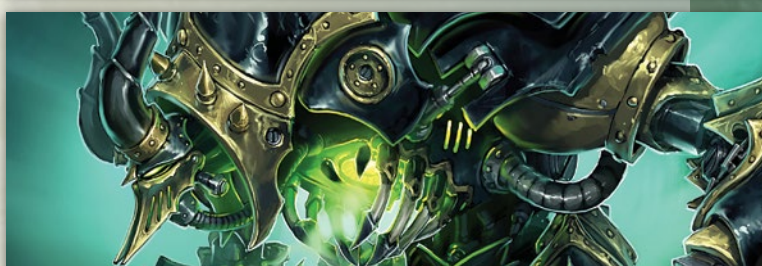
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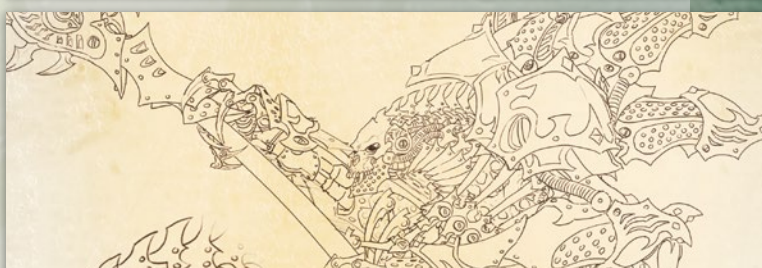
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NEWS FROM THE FRONT

News from the Front brings you recaps and advance information about WARMACHINE and HORDES-related events from around the world. Is there a cool event taking place in your area?

Tell us about it at: submissions@privateerpress.com.

FOODMACHINE 2010 RECAP

By Norbert Brunhuber

The Privateer Press community came out in force to help those in need through generous support of the Foodmachine campaign against hunger. Seventeen stores reported their events, with a total of 189 players battling it out for charity. Thirteen different States were represented, and results were sent in from Wales and South Africa! Overall, the 2010 campaign generated 27,263 cans for donation to worthy local charities. That's a fantastic achievement!



Privateer Press graciously awarded custom vinyl banners to the winners in each of the three tracked categories. Congratulations to All Things Fun! in New Jersey for the overall win and now home to the coveted Foodmachine traveling trophy. Many events sent in photos, and you

can see all the smiling faces, walls of cans, and even some amazing scratch-built trophies by following this link: <http://picasaweb.google.com/togitleague>

PROJECT ORANGE

Orange has been chosen as the color of hunger awareness by major charities around the USA. How better for the Privateer Press community to show off their solidarity by painting up some orange-themed miniatures? Seventeen contributors sent in photos of their models. Not only was this a unique aspect of the cause, but orange looks surprisingly good on a host of different model types. To see all the contributions, just follow the link to the online album: <http://picasaweb.google.com/45caliberidea/OrangeCrush2010?feat=directlink>

HUNGER PANGS

Thought is already going into some tweaks for the 2011 edition of Foodmachine. In particular, we're looking for ways to incorporate Project Orange Crush into the incentive system. Please send all your suggestions to foodmachine@njsobs.com. Meanwhile, have a great year playing games until we meet again for Foodmachine 2011!

TOP OVERALL DONATIONS

- All Things Fun!, NJ – 8,877
- The Only Game in Town, NJ – 6,101
- Vault Comics and Games, PA – 4,056

TOP AVERAGE DONATIONS

- All Things Fun!, NJ – 444 cans/player
- Firestorm Games, Wales UK – 372 can/player
- Vault Comics and Games, PA – 369 cans/player

HIGHEST SINGLE DONATION

- Charles Ansell, Vault Comics and Games, PA – 1,307
- Tom Philippi/Scott Egan (tied), All Things Fun!, NJ – 1,242
- Tom Hoffmann, The Only Game in Town, NJ – 1,020



TEMPLECON 2011

By Simon Berman

On February 3rd through the 5th, more than 250 WARMACHINE and HORDES players assembled at TempleCon in an unprecedented gathering of gaming! Braving treacherous winter weather to reach the frozen port of Providence, Rhode Island, these dedicated men and women were joined by a host of Press Gangers and Privateer staffers to kick off the 2011 convention season.

The weekend started off with a panel discussion among Privateer Press staff members Simon Berman, David Carl, Jen Ikuta, Jason Martin and Jason Soles regarding



WARMACHINE: Wrath. The panel was organized and moderated by Sam Sedghi of GutsNGears fame. The presentation began with a sneak preview of new art from *Wrath*, including a first look at Mercenary warcaster, Captain Damiano!

The panel ended, and the first of the non-stop tournaments began! The over-capacity Team Tournament was the first of the weekend, with teams from all over competing against one another to determine Best Overall Team, Best Faction Team (teams that all use the same faction), and Best Themed Team (teams that used only fully painted armies). As with all tournaments, the top players qualified for the WARMACHINE and HORDES Championship later in the weekend.



Following the Team Tournament, the first of the weekend's two Midnight Madness events began. Blood, Sweat, and Tiers, as it was called, required all players to use at least the first tier of a Theme Force when constructing their army. The event lasted until dawn, and many of the weary players moved on to their next event. Others opted to play in the ongoing Iron Arena casual play that was available 24 hours a day during the convention. Gorgeous scenario tables were available for open gaming and were rarely empty, even in the earliest hours of the morning!



Still more tournaments followed, culminating in Sunday's Championship game! The top 16 players of the weekend's earlier events threw down in a hotly contested tournament. At the end, only one victor could emerge. Congratulations to Champion Jeremy Miller and his Legion of Everblight army!

We can't wait to return to TempleCon in 2012 for three more days of some of the most intense Privateer gaming in the world!

NEW RELEASES



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MARCH (CONTINUED)



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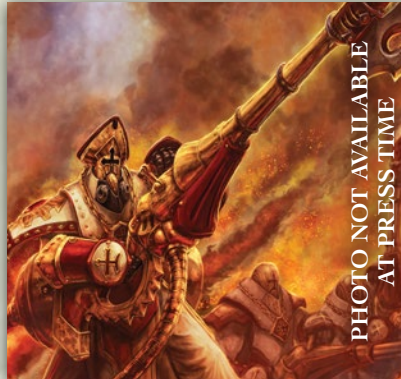
**LEGION OF EVERBLIGHT LYLYTH,
HERALD OF EVERBLIGHT (VARIANT)**
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WARPATH

RULES

BY DAVID "DC" CARL
ART BY ANDREA UDERZO



In last month's Wrath Rules, *No Quarter* previewed the new Ranking Officer models from *WARMACHINE: Wrath*. This time we will explore an even bigger new Wrath model type: the battle engine.

BATTLE ENGINE RULES

From armored, horse-drawn carriages that predate warjacks to innovative marvels never before seen in the Iron Kingdoms, the battle engines of *WARMACHINE* are powerful weapons of war. These giant machines require neither sorcerous control from an army's warcaster nor battlefield guidance from its officers. Instead, a battle engine's own commander, crew, or consciousness guides it to rain down destruction upon enemies bold or foolish enough to stand in its path.

Battle engines have their own model type: **battle engine**. Battle engines are not warrior models. Battle engines are independent models.

Battle engines are on **huge bases** (120 mm).

HUGE BASE

A huge-based model occupies the space from the bottom of its base to a height of 5".

FACING & LINE OF SIGHT

A battle engine's front arc is marked on its base. Its front arc is further divided into two 90° **fields of fire**. These fields of fire determine which models a battle engine can target with its weapons depending on their location. Weapons located on a battle engine's left side (L) can target only models in its left field of fire. Weapons located on a battle engine's right side (R) can target only models in its right field of fire.

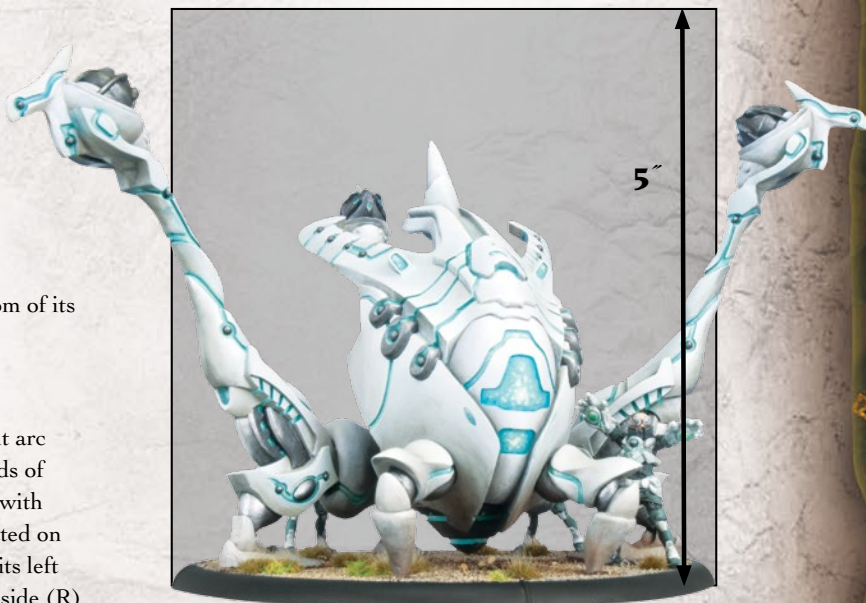
can target only models in its right field of fire. Weapons with location "—" can target models in either field of fire. If any part of model's base is in the middle of the battle engine's front arc, the battle engine can target it with any weapon.

TARGETING A BATTLE ENGINE

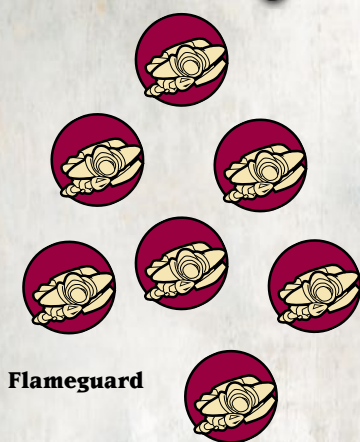
A battle engine never gains the DEF bonus from concealment, cover, or elevation.

CLOUD EFFECTS AND FOREST TERRAIN

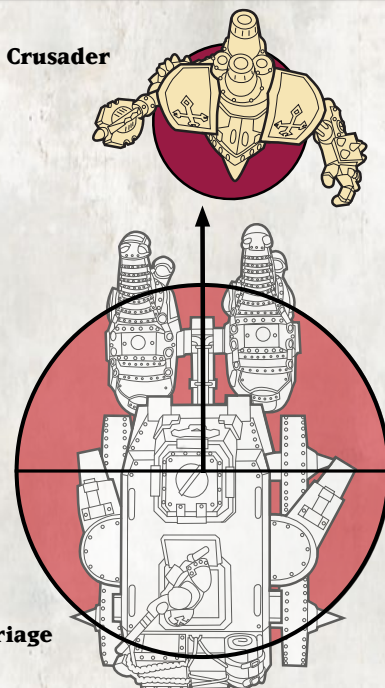
Cloud effects and forest terrain do not block line of sight to a battle engine.



LOS AND TARGETING



Flameguard



Gun Carriage



Revenger

The Flameguard unit is in the Gun Carriage's left field of fire. The Revenger is in its right field of fire. Part of the Crusader's base is within the middle of the Gun Carriage's front arc.

TARGETING A BATTLE ENGINE IN MELEE

A model targeting a battle engine with a ranged or magic attack does not suffer the target in melee attack roll penalty. If a ranged or magic attack misses a battle engine in melee, that miss is not rerolled against another model. It misses completely.

A battle engine can be targeted by combined ranged attacks while it is in melee.

PREDEPLOYMENT

Battle engines must be placed before normal deployment. If both players have models to predeploy, they predeploy their models in standard deployment order.

MASSIVE

A battle engine cannot be slammed, pushed, thrown, knocked down, or made stationary.

PATHFINDER

Although the icon does not appear on their stat lines, all battle engines have the Pathfinder advantage.

SERVICEABLE

Friendly Faction models with the Repair ability can attempt to repair damaged battle engines. To attempt repairs, the model with Repair must be in base-to-base contact with the damaged battle engine and make a skill check. If successful, remove d6 damage points from the battle engine.



ENGINES OF DESTRUCTION

WALKING WALLS

With 20 to 24 damage boxes and ARM stats from 18 to 20, the WARMACHINE battle engines can take a lot more punishment than even the toughest solos. Note this level of survivability exceeds some warjacks but still falls short of the sturdier warjacks in the game. Unlike warjacks, however, battle engines do not have systems that can be crippled. Each battle engine fights at full effectiveness until it is eliminated entirely. Battle engines should be played *aggressively* but not *recklessly*. They can take a few hits while continuously dishing out damage, but a unit of models with Weapon Master can lay a battle engine low just as it can a warjack.

The huge base size also means more enemy models can get into melee range of a single battle engine, further enhancing an opponent's ability to combat an aggressively positioned battle engine. Use expendable troops to block charge lanes to a battle engine; its innate toughness allows it to shrug off significant ranged firepower. The battle engine's raw size is a blessing as well as a limitation. That huge base can block line of sight to warcasters or key support models. Even large-based warcasters like the Harbinger or Terminus can be hidden behind their respective battle engines, granting them protection from most ranged and magic attacks.

SIEGE ENGINES

Battle engines are powerful offensive weapons in addition to being useful defensive tools. While the exact nature of their attacks varies considerably (from the wicked claws of the Wraith Engine to the long-ranged force blasts of the Arcantrik Force Generator), every one of the battle engines can put some serious hurt on the opposing army.

A canny opponent will use the predeployment rule to set up the "wrong" models to face off against a battle engine, so don't hesitate to use the first turn of the game to run a battle engine into ideal position for the following turns. Once in position, a supported battle engine can rain down destruction on its foes turn after turn.

As with any non-warcaster WARMACHINE model, remember that a battle engine is an expendable resource. Risking the loss of a battle engine is a far cry from risking the loss of a warcaster. The battle engines' impressive board presence coupled with their potent combat capabilities mean that many opponents may focus their attention on these models. Use the opening this provides to strike at the opposing warcaster to win the game.

ARMY SUPPORT

The battle engines all offer some degree of army support in addition to their combat capabilities. This support ranges from the Gun Carriage's ability to hinder enemy mobility with patches of rough terrain to the Vessel of Judgment's suite of Holy Reliquary miracles that provides a variety of army-support effects depending on the situation at hand.



Effective support often depends on effective positioning, something that can be a bit of a challenge with a model that has a 120-mm base. Plan ahead so that a battle engine does not get stuck behind friendly models when it needs to activate early in the turn to take advantage of its support abilities. With a bit of experience, effective battle engine support becomes as second nature as making the most out of models like the Choir of Menoth or mechanic units.

Speaking of mechanics, these low-cost solos/units are a great start for supporting battle engines while they support the army in return. Models with Repair can restore damage boxes to battle engines, and there are plenty of good support spells, feats, and abilities that will affect these "friendly models" even though they are neither warriors nor warjacks.

CONCLUSION

Battle engines are an exciting new tool for WARMACHINE armies and pack a great deal of versatility. Make the most of a battle engine's offensive potential *and* support abilities, and keep an eye out for opportunities to take advantage of its ability to block line of sight.

See Guts & Gears: Gun Carriage on page 42 for additional tactical information on the Gun Carriage battle engine, and check out future issues of *No Quarter Magazine* for more battle engine previews.



WRATH

MODEL PREVIEWS

By David "DC" Carl and Aeryn Rudel
Art by David Kuo, Nestor Ossandon,
Miro Petrov, Michael Pillippi,
Daniel Rudnicki, Andrea Uderzo,
and Chris Walton

This article continues the *WARMACHINE: Wrath* previews and includes a look at some of the new models for the Protectorate of Menoth, Khador, Cryx, Retribution of Scyrrah, and Mercenaries factions.

The Khador Gun Carriage, the first of the new battle engine model type, is among these previews. For additional information on the new battle engine model type and the Gun Carriage in particular, see *Wrath Rules: Battle Engines* on page 10 and *Guts & Gears: Gun Carriage* on page 42.



GUN CARRIAGE

KHADOR CAVALRY BATTLE ENGINE

It is the ideal weapon of total war, for today's battlefield requires the use of both speed and decisive firepower.

—Supreme Kommandant Gurvaldt Irusk.



TACTICAL TIP

REAR ATTACK – This does not enable this model to target models in its back arc with charges.

Gun Carriage

A weapon platform that can deliver death and ruin to nearly any part of the battlefield, the Khador gun carriage is a rolling engine of destruction. Its dual cannons can blast apart enemy warjacks, shatter troop formations, or transform the earth into a crater-scarred wasteland. Their resounding thunder often heralds Khadoran victory on the battlefield. Even without its mighty guns the massive machine can easily smash through enemy lines and trample foes beneath tons of iron and horseflesh.

Using the Gun Carriage

One of the first things to note about the Gun Carriage is that it is a cavalry model. This single word grants it numerous additional abilities that are not available to other battle engines. Abilities like impact attacks, ride-by attacks, and the cavalry charge attack bonus supplement the Gun Carriage's heavy cannons and military rifle in impressive fashion.

The Gun Carriage's Weapon Platform ability is fairly straightforward but is another huge factor defining what a Gun Carriage can do in one turn relative to comparable models. The Gun Carriage is at its finest when it can make impact attacks against everything around that huge 120-mm base, make a charge attack with the cavalry charge attack bonus, fire off a pair of cannon shots, and then finish things off with a final retort from a Winter Guardsman's rifle.

GUN CARRIAGE

Construct

Power Attack Trample – This model can make trample power attacks.

Weapon Platform – This model can make melee and ranged attacks in the same activation. When this model makes its initial melee attacks or a power attack, it can also make its initial ranged attacks. This model can make ranged attacks even while in melee.

HEAVY CANNON

Crater – The AOE is rough terrain and remains in play for one round.

MILITARY RIFLE

Rear Attack – When declaring and resolving attacks with this weapon, this model's front arc extends to 360°.

MOUNT

Knockdown – When a model is hit by an attack with this weapon, it is knocked down.

Trampling Hooves – This model can charge and make charge attacks with this weapon. During a combat action it did not make a charge attack, this model can make one melee attack with this weapon.

GUN CARRIAGE

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	12	6	5	10	20	10



HEAVY CANNON

RNG	ROF	AOE	POW
12	1	4	14



HEAVY CANNON

RNG	ROF	AOE	POW
12	1	4	14



MILITARY RIFLE

RNG	ROF	AOE	POW
10	1	—	11



MOUNT

POW
12

DAMAGE 22

FIELD ALLOWANCE 2

POINT COST 9

HUGE BASE





SCAVENGER

CRYX BONEJACK

It is the hunger of the grave given form.

—Lich Lord Asphyxious

SCAVENGER

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	7	4	16	13	—



SNAPPING JAWS

POW	P+S
4	11

DAMAGE

1 2 3 4 5 6

H	C	C	C	C	M
H	H	M	M		

FIELD ALLOWANCE	U
POINT COST	4
MEDIUM BASE	

SCAVENGER

Finisher – This model gains an additional die on damage rolls against damaged models.

Flight – This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

Sprint – At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.

Scavenger

The scavenger bonejack haunts the skies above Lord Toruk's nightmare empire searching for the weak and injured. Swift and merciless, the scavenger descends upon its prey in a flurry of tattered wings and snapping jaws, bringing the final release of death to the enemies of Cryx.

Using the Scavenger

The "scavenger" namesake fits Cryx's newest bonejack perfectly. This fast, flying bonejack deals additional damage to wounded targets and can fly away from danger after tearing apart its injured foes.

To take best advantage of the Scavenger, pair it with other Cryx models that can lead the charge. Bane Thralls, for example, will take a healthy chunk out of an enemy's hide and provide the Dark Shroud ARM penalty to the target during the Scavenger's attacks. Flight allows the nimble bonejack to bypass the Bane Thralls both when striking out at its victim and also when flitting back behind the front lines.



REVENANT CREW RIFLEMAN

CRYX WEAPON ATTACHMENT

Still as death and with cold eyes unblinking, they have aim regrettably true, lads.

—Jan Herreo, bosun's mate



Revenant Crew Rifleman

The revenant crew rifleman carries a long rifle into battle, adding his own devastating long-range fire to the vicious combat capabilities of his undead brethren. When two or more riflemen work together, they can combine their ranged assault into a single, lethal concerted attack.

Using the Revenant Crew Rifleman

The Revenant Crew Rifleman has the longest ranged attack threat range in the Cryxian arsenal. With SPD 6 and RNG 14, riflemen can shoot a full 4" further than Pistol Wraiths or Bloat Thralls and cost a mere 1 point each. Combine Revenant Crew Riflemen with Captain Rengrave or with debuff spells like Crippling Grasp, Marked for Death, or Black Spot to enhance the accuracy of these long-range revenants.

Attachment [Revenant Crew of the Atramentous] – This attachment can be added to a Revenant Crew of the Atramentous unit.

RIFLEMAN

Combined Ranged Attack

Undead

Death Ties – If this model is destroyed while in formation, return it to play at the beginning of your next Maintenance Phase. Place it within 3" of the unit commander. If the unit commander leaves play before this model returns to play, then remove this model from play before choosing a new unit commander.

RIFLEMAN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	5	4	13	12	7	

LONG RIFLE			
RNG	ROF	AOE	POW
14	1	—	10

CUTLASS	
POW	P+S
3	9

FIELD ALLOWANCE	
1 RIFLEMAN	1
UP TO 2 ADDITIONAL	1EA
SMALL BASE	

Gang – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

Point Blank – During its activation, this model can make melee attacks with its ranged weapon, with a 1/2" melee range. Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.

Like the Revenant Crew of the Atramentous unit, Revenant Riflemen are extremely difficult to dispatch. Until their leader is destroyed, these undead pirates will return to battle turn after turn.





HEAVY RIFLE TEAM

RETRIBUTION HOUSEGUARD WEAPON CREW UNIT

Before this weapon, even the strongest armor becomes simple vanity.

—Houseguard Issyr Falwyn Lys

LEADER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	4	5	5	13	13	8	



HEAVY RIFLE			
RNG	ROF	AOE	POW
14	1	—	7



SWORD	
POW	P+S
3	7

GRUNT							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
4	4	5	5	13	13	8	



SWORD	
POW	P+S
3	7

FIELD ALLOWANCE	2
LEADER & GRUNT	2
LEADER LARGE BASE	
GRUNT SMALL BASE	

Range Finder – While B2B with the Grunt in this unit, this model gains +2 to attack rolls with this weapon.

HEAVY RIFLE

Armor Piercing – When calculating damage from this weapon, halve the base ARM stats of models hit that have medium or larger bases. This weapon gains +2 to damage rolls against models with small bases.

Light Artillery – This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

Heavy Rifle Team

The cannons used by the heavy rifle teams of the houseguard are deadly effective pieces of Iosan ordnance. The heavy rifle crews are adept at picking apart enemies from well across the battlefield, and the heavy bolts fired by their cannons can penetrate thick armor with appalling ease.

Using the Heavy Rifle Team

Numerous light artillery units have range or accuracy to rival the Heavy Rifle Team, but none have the Armor Piercing rounds of these Houseguard cannons. Position Heavy Rifle Teams to fire upon enemy warjacks or warbeasts of moderate ARM, enemy cavalry units, or enemy battle engines. The Armor Piercing ability allows them to dish out the same quantity of damage as much heavier ordnance.

These light artillery units work particularly well alongside other Houseguard units since the Ranked Attacks ability allows the artillery to fire right through the intervening infantry.



HOUSE SHYEEL ARTIFICER

RETRIBUTION BATTLE MAGE SOLO

The most inscrutable forces of the natural world are weapons at our disposal.

—Artificer Vlyss



TACTICAL TIPS

MAGIC ABILITY – Performing a Magic Ability special action or special attack counts as casting a spell.

POLARITY FIELD – Remember, if a model cannot be charged, it cannot be slam power attacked.

BEAT BACK – The attacking model can advance even if the enemy model is destroyed by the attack.

House Shyeel Artificer

The House Shyeel artificer harnesses the might of Iosan magic to blast foes with bolts of rending energy and restrict their movement with walls of raw force. In addition, the artificer can smash enemies in melee with his twin power gauntlets.



ARTIFICER

Pathfinder

Force Barrier – This model gains +2 DEF against ranged attack rolls and does not suffer blast damage.

Magic Ability [6]

- **Force Wall (★Action)** – For one round, while within 3" of this model, friendly Faction models gain Force Barrier.
- **Magno Blast (★Attack)** – Magno Blast is a RNG 10, POW 13 magic attack. If the attack hits an enemy model, before resolving damage immediately push models within 2" of the model hit 1" directly away or directly toward the model hit in the order you choose.
- **Polarity Field (★Action)** – For one round, this model cannot be charged by a model beginning the charge in this model's front arc.

POWER GAUNTLET

Magical Weapon

Beat Back – Immediately after a normal attack with this weapon is resolved during this model's combat action, the enemy model hit can be pushed 1" directly away from the attacking model. After the enemy model is pushed, the attacking model can advance up to 1".

ARTIFICER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	7	4	12	17	9



POWER GAUNTLET

POW	P+S
4	13

DAMAGE 8

FIELD ALLOWANCE 2

POINT COST 3

MEDIUM BASE

Using the House Shyeel Artificer

The House Shyeel Artificer is a solo with solid survivability and damage output, as well as a broad range of offensive and defensive utility. For impressive offense, the Magno Blast spell can draw enemies together making them vulnerable to models like Stormfall Archers or Discordia, or it can push enemies apart to open charge lanes or bring an enemy warjack within reach.

When defense is key, the House Shyeel Artificer can use the Polarity Field spell to enhance his own survivability. He can also use Force Wall to protect lightly-armored allies from AOE attacks and enhance allies' DEF values against direct-fire ranged attacks.



RAGMAN

MERCENARY THAMARITE CHARACTER SOLO

Death is feared only by those too weak to make it their servant.

—Lord Mylo di Northryne, "The Ragman"

RAGMAN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	6	4	14	12	9	



WALKING STICK	
POW	P+S
3	8

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cryx, Cygnar, and Khador.

Animosity [Morrowan] – This model cannot be included in an army that includes one or more models of the listed type.

RAGMAN

Pathfinder

Magic Ability [7]

• Bone Shaker (★Attack) –

Bone Shaker is a RNG 8, POW 12 magic attack. When this spell boxes a living or undead non-warcaster, non-warlock enemy warrior model, you can immediately take control of the model and make a full advance with the enemy model followed by a normal melee attack, then the boxed model is removed from play. The boxed model cannot be targeted by free strikes during this movement.

• Death Field (★Action) – This model gains Dark Shroud.

While within 3" of this model, friendly models also gain Dark Shroud. Death Field lasts for one turn. (While in the melee range of a model with Dark Shroud, enemy models suffer –2 ARM.)

Sacrificial Pawn [living] – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal living model within 3" of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

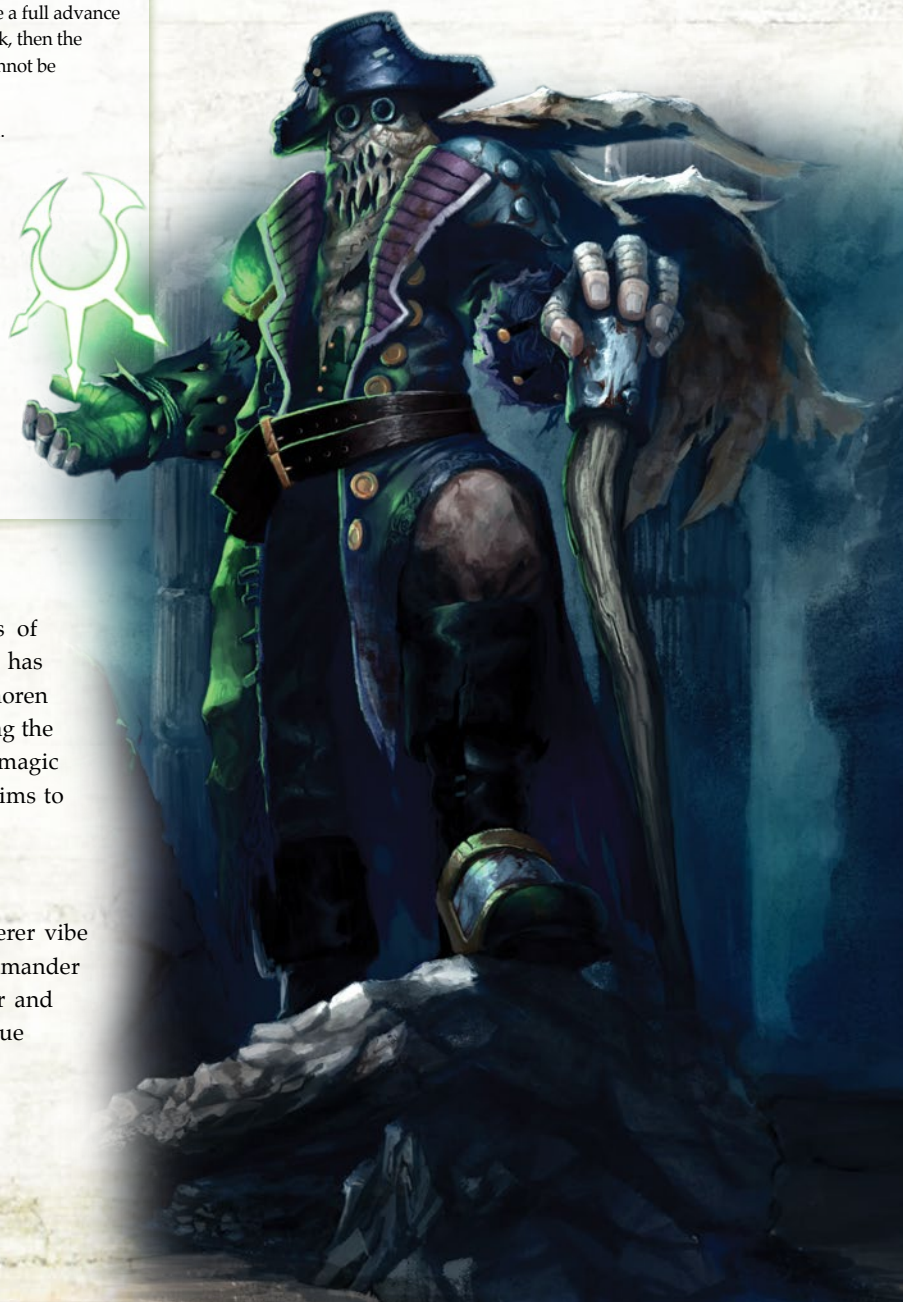
WALKING STICK

Magical Weapon

TACTICAL TIP

MAGIC ABILITY – Performing a Magic Ability special action or special attack counts as casting a spell.

The new Death Field spell is the Ragman's most powerful asset, granting a broad range of models access to the amazing Dark Shroud ability. Sacrificial Pawn also assists the Ragman in surviving long enough to ensure plenty of enemy models feel the pain of his ARM debuff.



Ragman

Once a Llaeese noble turned to the vile arts of necromancy, the Thamarite called the Ragman has been drawn to the battlefields of western Immoren by the palpable odor of death. As he picks among the dead for his unnatural purposes, his profane magic lets him kill with a glance and animate his victims to serve him.

Using the Ragman

The Ragman is a mercenary solo whose wanderer vibe is more than just background story. From Commander Adept Nemo to Fiona the Black, warcasters far and wide can find uses for this necromancer's unique set of skills.

FLAMEGUARD CLEANSER OFFICER

PROTECTORATE UNIT ATTACHMENT

Flame is not capricious; it merely flows to the silent rhythms of the Creator's will.

—Preceptor Ryl Daja



TACTICAL TIP

OFFICER – Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead either another Officer in the unit or the unit leader becomes the unit commander. This model can give the Incinerate order.

Flameguard Cleanser Officer

The Flameguard Cleanser officer leads his men into the heart of battle on a tide of scourging flame. Under his command the range and destructive potential of Cleanser purifiers are greatly increased, and they gain the ability to lay down searing curtains of fire that incinerate all who dare oppose the will of the Creator.

Using the Flameguard Cleanser Officer

The Flameguard Cleansers offer a variety of options when it comes to fiery death. Their Incinerate order grants the effects of a CRA to allow them to damage high-ARM targets, their spray attacks ignore most defensive modifiers (and Stealth), and they never accidentally damage models in their own

Attachment [Flameguard Cleanser] – This attachment can be added to a Flameguard Cleanser unit.

OFFICER

Immunity: Fire

Officer

Bushwhack (Order) – During this unit's activation, affected models make their combat actions before their normal movement. Affected models must make a full advance as their normal movement this activation.

OFFICER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	6	6	12	14	8



PURIFIER

RNG	ROF	AOE	POW
SP 8	1	—	12



PURIFIER BLADE

POW	P+S
3	8

DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

Scouring Flames – Once per game during its unit's activation, this model can use Scouring Flames. This activation, the base RNG of Purifier weapons in this unit becomes SP 10 and the base POW becomes 10.

Sheet of Fire (★Action) – Place a wall template anywhere completely within 5" of this model where it does not touch a model's base, an obstruction, or an obstacle. When a model enters or ends its activation in the wall area, it suffers an unboostable POW 12 fire damage roll and the Fire continuous effect . Models within the wall template gain concealment. Sheet of Fire lasts for one round.

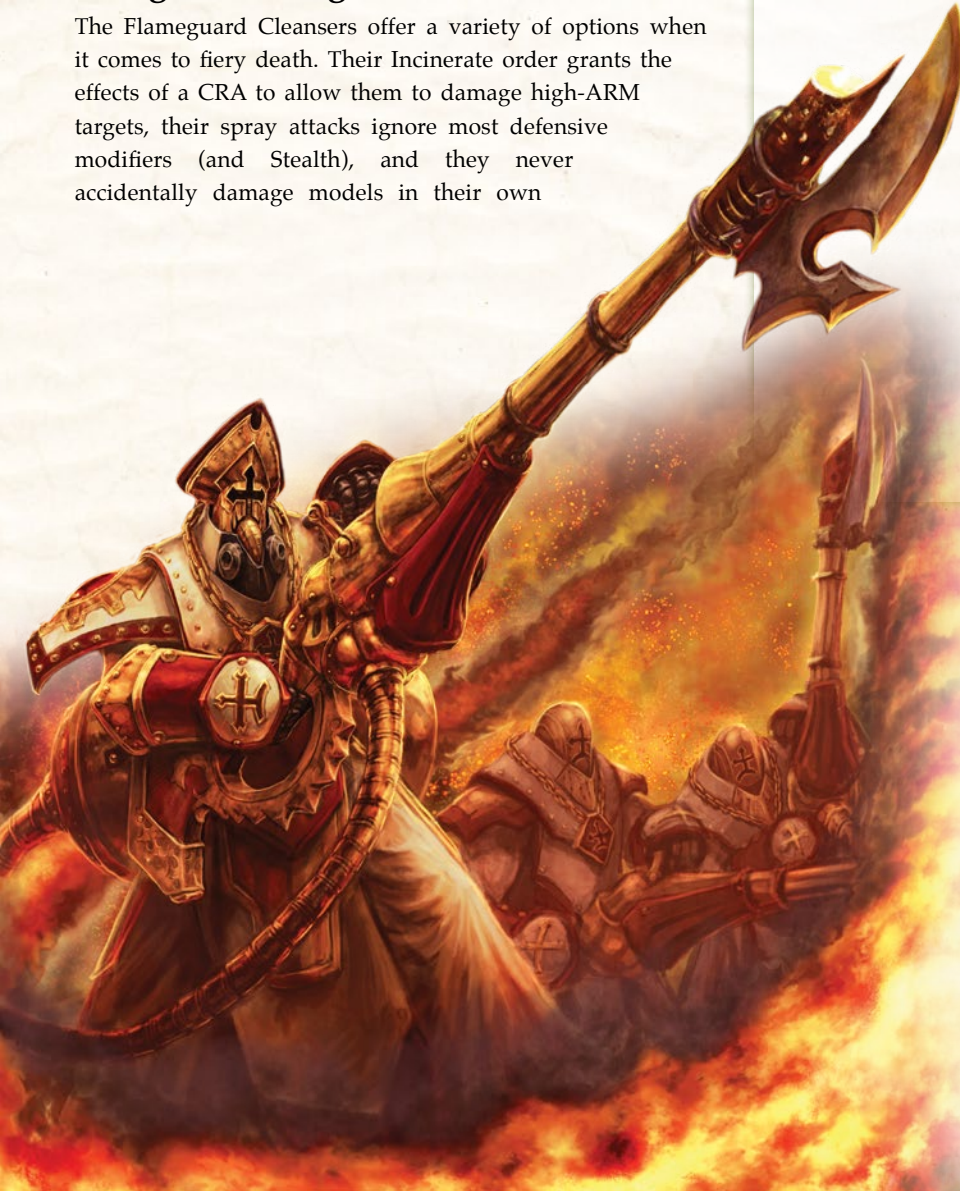
PURIFIER

Continuous Effect: Fire

Damage Type: Fire

unit.

The Cleanser officer does not change the root functionality of the unit but noticeably enhances its existing focus. The Sheet of Fire action holds enemies at bay until Purifier flamethrowers are brought to bear, the Bushwhack order allows Cleansers to clear out of the way of their allies after making their ranged attacks for the turn, and the potent Scouring Flames ability is a huge boost to the number of enemy models a Cleanser unit can bathe in flame.



POWER PROGRESSION

LEGION OF EVERBLIGHT

By Will Shick

Art by Carlos Cabrera, Karl Richardson, and Andre Uderzo

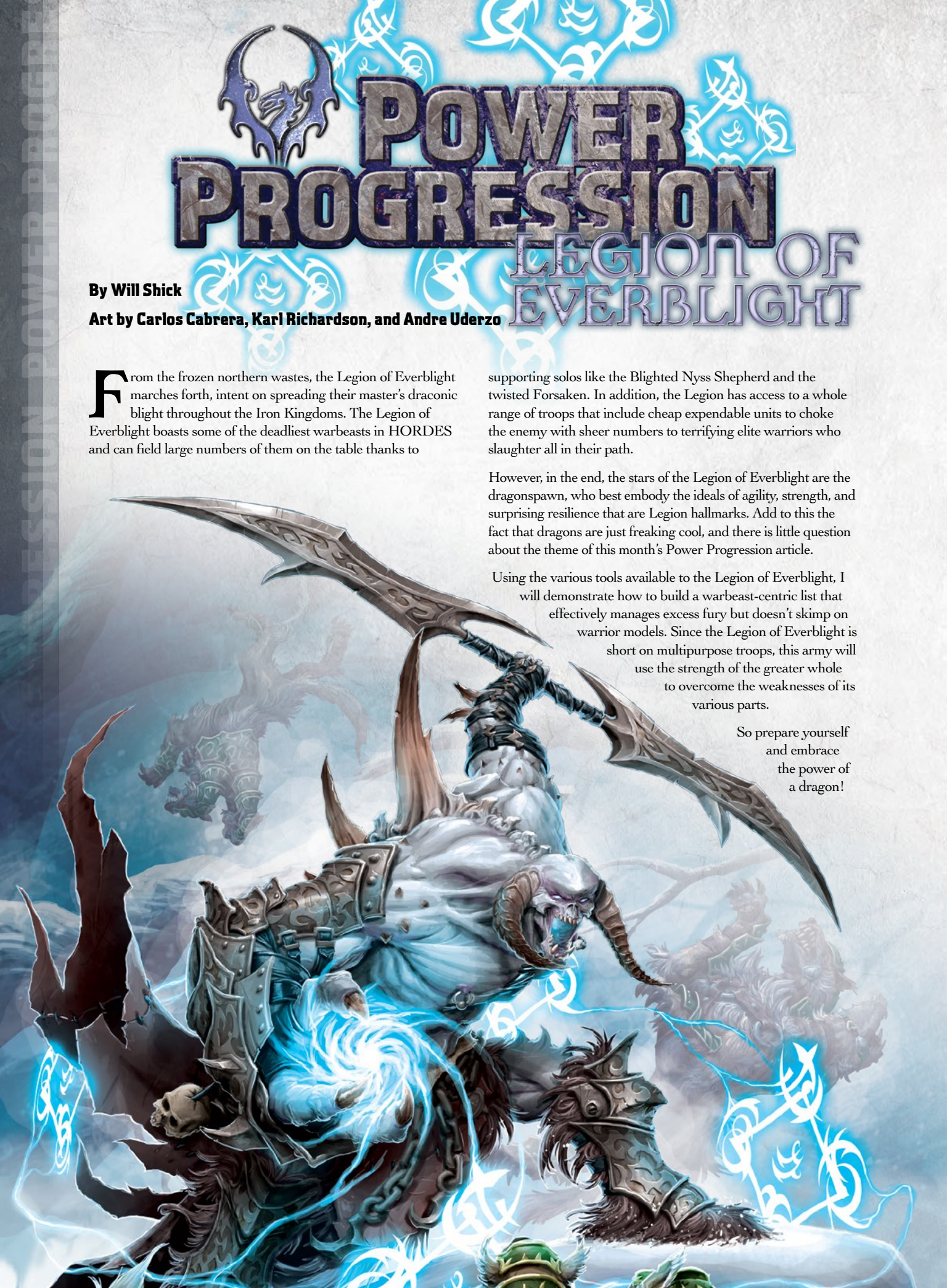
From the frozen northern wastes, the Legion of Everblight marches forth, intent on spreading their master's draconic blight throughout the Iron Kingdoms. The Legion of Everblight boasts some of the deadliest warbeasts in HORDES and can field large numbers of them on the table thanks to

supporting solos like the Blighted Nyss Shepherd and the twisted Forsaken. In addition, the Legion has access to a whole range of troops that include cheap expendable units to choke the enemy with sheer numbers to terrifying elite warriors who slaughter all in their path.

However, in the end, the stars of the Legion of Everblight are the dragonspawn, who best embody the ideals of agility, strength, and surprising resilience that are Legion hallmarks. Add to this the fact that dragons are just freaking cool, and there is little question about the theme of this month's Power Progression article.

Using the various tools available to the Legion of Everblight, I will demonstrate how to build a warbeast-centric list that effectively manages excess fury but doesn't skimp on warrior models. Since the Legion of Everblight is short on multipurpose troops, this army will use the strength of the greater whole to overcome the weaknesses of its various parts.

So prepare yourself
and embrace
the power of
a dragon!



Phase I: Battlegroup

The Legion of Everblight battlegroup is one of the best starting points for any Legion player. It boasts four Shredders and a terrifying Carnivean, one of the premier heavy warbeasts in the faction. Boasting three melee attacks, a 10-inch, POW 14 spray, Assault, Pathfinder, and Eyeless Sight, it is easy to understand why this draconic behemoth weighs in at a hefty 11 points. Simply put, nothing can stand against the full onslaught of a Carnivean short of a closed Devastator.

Thanks to Eyeless Sight and Pathfinder, only obstructions can provide refuge from the Carnivean's toothy maw. When charging, Assault provides a great way to thin out enemy units and give the Carnivean an extra 3" of threat range. This means it can hit enemies up to 19" away, and with Eyeless Sight it can ignore most LOS restrictions. Last but certainly not least, the Carnivean's Spiny Growth animus can increase its ARM to 20 and dish out D3 points of damage to any warbeast or warjack foolish enough to attack it in melee. However, like most Legion warbeast animi, Spiny Growth can target any friendly faction model, meaning a warlock can use it on multiple warbeasts and greatly increase the durability of his battlegroup.

Despite the overwhelming awe a Carnivean inspires, the tiny Shredders prove lethality comes in 2-point increments. The first ability of note is the Shredder's excellent animus. For a single fury, Tenacity gives a friendly model +1 DEF and ARM. When combined with the faction's already high DEF, Tenacity can make Legion models exceedingly hard to hit. As a bonus, Tenacity is cheap, allowing you to liberally apply across your entire force. The Shredder's animus is the perfect alternative to simply shedding excess fury on your warlock for no gain.

Tenacity alone is worth taking one Shredder in your force, but remember when I said lethality comes in small packages? While it may not look like it, Shredders are more than capable of taking down all manner of warbeasts and troops thanks to their Rabid ability. When forced to go Rabid, a Shredder gains +2 SPD, Pathfinder, and boosted attack and damage rolls. Add in a second fury for an additional attack, and you

get a 2-point model that can cause some serious damage. A pack of Rabid Shredders can bring down even heavy warbeasts with the right spell support.

With the warbeasts in place, we need a warlock to lead them. Although the standard battlegroup contains Lylyth, Herald of Everblight, I've decided to swap her out for Thagrosh, Prophet of Everblight. Thagrosh boasts a higher Fury stat, an absolutely morale-crushing feat, and a great list of abilities and spells. He's the perfect candidate to lead a warbeast-heavy list with plenty of cheap support troops.

Thagrosh's brings a couple of very potent abilities to the battlefield in Death Shroud and Attuned Spirit [Legion]. Death Shroud makes models within Thagrosh's Command range much more durable in melee, and Attuned Spirit lets him cast one of his warbeast's animi for free each turn. I particularly find Attuned Spirit to be one of the better abilities found on Legion warlocks. It's great for fury management and its utility increases each time you add a new warbeast to the warlock's battlegroup.



The prophet of Everblight also has a solid spell list that includes some great buff spells. Draconic Blessing grants +2 STR and Terror to the target model/unit, and Fog of War gives concealment to models within Thagrosh's control area. Fog of War is especially suited to Legion since Eyeless Sight allows your warbeasts to ignore concealment on enemy models. Other spells in Thagrosh's list include Bad Blood, which causes an opposing warlock to take damage from leaching and prevents that warlock from transferring to the target warbeast or healing it; and Mutagenesis, which can be used to reposition Thagrosh into a more advantageous position. Finally, Obliteration, although expensive, can potentially clear out whole swathes of lightly armored troops with POW 8 blast damage.

Thagrosh's feat Dark Revival may not look overtly powerful at first glance when compared to other feats in the game, but it is important to look at it outside of a purely offensive perspective. Dark Revival allows Thagrosh to return one destroyed warbeast from his battlegroup to play, and a canny player will set up situations where he may trade one of his models for one of his opponent's in the hopes that his opponent's loss will be more significant. However, this gambit is risky, especially when talking about an 11-point Carnivean or a 9-point Angelius. Dark Revival mitigates all that risk, essentially allowing you to trade warbeast for warbeast with your opponent at no real cost to you. When your opponent knows he will come out behind in any one for one trade, it forces him to play more conservatively, while you can feel confident making aggressive moves. Find positions where you can threaten your opponent's heavy warbeasts with

your own and force them to react. For example, place your Carnivean where your opponent will have to charge with one of his heavy warbeasts, at which point you can then destroy their heavy with your carefully placed forces and return the destroyed Carnivean to the game with Dark Revival. Just remember you can't return a model that has been "removed from play," so take care to protect your warbeasts from attacks featuring that ability.

In smaller battlegroup games, use the Shredders to take down light warbeasts with their Rabid ability and don't be afraid to have them frenzy once engaged. Use Fog of War to protect against magic and ranged attacks and Tenacity and Spiny Growth to keep your warbeasts in top shape. Draconic Blessing can make the Carnivean a perfect engine of destruction, but don't overlook its use on the Shredders from time to time. Remember you can upkeep Draconic Blessing on one warbeast and then cast it on another to get double use out of the bonus. Finally, remember, Dark Revival allows you to play the attrition game with your opponent and come out on top.



List 1: Battlegroup Thagrosh List

Model	Point Cost	Notes
Thagrosh, Prophet of Everblight	-5	
Carnivean	11	
Shredders x4	2 each	
Total	14	

Phase II: 25 Points

With several games under our belt, it's time to take our battlegroup to the next level. There are two goals to achieve at this point. We want to add another heavy warbeast to increase our overall offensive potential and to provide another valid target for Dark Revival. It's also a good time to throw in a unit of troops to help with board control and deal with or tie up opposing troops and warbeasts. Starting with the fun stuff, I've chosen a Scythean for our second heavy warbeast and dropped two of the Shredders. At 9 points, the Scythean brings the stat line of a Carnivean with two P+S 17 Reach attacks. Its animus, appropriately named Slaughterhouse, not only stops Tough it also removes the boxed model from play, preventing the model from generating a soul token.

Blighted Nyss Legionnaires provide excellent rank-and-file troops at a low cost. While not as inherently powerful as Blighted Ogrun Warmongers or Blighted Nyss Swordsmen, the Legionnaires are no slouches on the battlefield. Combined Melee Attack and Reach lets them coordinate strikes to take down high-DEF or high-ARM targets, while Defensive Line gives them solid protection from blast damage and low-POW weapons. Finally, Vengeance punishes your opponent every time he destroys a model in the unit.

Use the Legionnaires' Reach to block charge lanes with the threat of free strikes, and don't be afraid to put one or

two models out ahead of the rest of the unit. Sure, they will likely be destroyed, but when properly placed, the ensuing Vengeance move and attack is well worth the loss. For added punch, you can cast Draconic Blessing on the Legionnaires to give their weapons P+S 12. Throw in the bonuses from CMA and pairs of Legionnaires will be attacking at effective MAT 8 and P+S 14.

The Scythean can act as either a warbeast hunter or use its Reach and 4 Fury to go after opposing units. This works especially well against units that have Defensive Line or Shield Wall abilities since they instinctively bunch up, giving the Scythean more potential targets to slaughter.

List 2: 25-Point List

Model	Point Cost	Notes
Thagrosh, Prophet of Everblight	-5	
Carnivean	11	
Scythean	9	NM
Shredders x2	2 each	
Blighted Nyss Legionnaires (Full)	6	NM
Total	25	

NM – New model for this point level/list



Phase III: 35 Points

With 10 points to reach the 35-point level and more warbeasts on the horizon, it's a good time to add a Forsaken to help Thagrosh with fury management. I prefer to keep the Forsaken near the back of my force, letting it slowly siphon excess fury until my opponent and I become embroiled in combat. Then, after my opponent has run up his warbeasts' fury, I move the Forsaken in and use Blight Shroud. A POW 8 damage roll may not sound like much, but when combined with 5 additional dice from a fully loaded Dire Troll Mauler, for example, you can cause some serious damage. If nothing else, the simple threat of Blight Shroud can cause your opponent to play more conservatively with his warbeasts.

A Harrier brings a fast, accurate threat thanks to its True Strike animus. I particularly enjoy True Strike combined with Attuned Spirit, as it gives Thagrosh an automatic hit on his first attack for free! In addition, True Strike is great against high-DEF warlocks and warcasters because you get a guaranteed hit for the same cost as boosting the attack roll. Just remember that a model can be affected by True Strike only once per turn.

Lastly, a full unit of Blighted Nyss Grotesques adds more numbers to the force. It may seem like the Grotesques are meant to be front-line troops because of their Flight ability, but I prefer to use them as the second line behind the Legionnaires. The Legionnaires' Reach means they can leave plenty of room for the Grotesques to swoop in and finish any leftovers. You can also use this combo to protect the Grotesques from ranged attacks, letting the Blighted Nyss Legionnaires with their higher ARM act as a wall the Grotesques can fly over. Just like the Legionnaires, Grotesques are best when used in pairs to take advantage of Gang. Augmented with Draconic Blessing, they become effective MAT 7 and P+S 14.

List 3: 35-Point List

Model	Point Cost	Notes
Thagrosh, Prophet of Everblight	-5	
Carnivean	11	
Harrier	2	NM
Scythean	9	
Shredders x2	2 each	
Blighted Nyss Legionnaires (Full)	6	
Blighted Nyss Grotesques (Full)	6	NM
Forsaken	2	NM
Total	35	

NM – New model for this point level/list



Phase IV: 50 Points

With a good chunk of points to spend to reach the 50-point level, it's decision time. The list already has a good mix of heavy and lesser warbeasts already, and with another HORDES army, I would be looking at filling out my units. Not so with the Legion.

It is difficult to argue with the effectiveness of character warjacks and warbeasts. They pose a significant investment in points, but their myriad special abilities are worth every point spent. Typhon is no exception, and since it is Thagrosh's pride and joy, I would be remiss to exclude the mighty warbeast from my warbeast-centric army.

List 4: 50-Point List

Model	Point Cost	Notes
Thagrosh, Prophet of Everblight	-5	
Carnivean	11	
Harrier	2	
Scythean	9	
Shredders x2	2 each	
Typhon	12	NM
Blighted Nyss Legionnaires (Full)	6	
Blighted Nyss Grotesques (Full)	6	
Blighted Nyss Shepherd	1	NM
Forsaken x2	2 each	NM (1)
Total	50	

Boasting three P+S 17 attacks or three POW 14 spray attacks, Gunfighter, Regeneration, and FURY 4, it's easy to see why Typhon tips the scale at 12 points. Although terrifying in combat, the healing capacity it brings under Thagrosh's command is often overlooked. Typhon's affinity lets it and Thagrosh heal 3 damage when Typhon is forced to Regenerate, effectively providing 6 fury worth of healing for a single point spent. In addition, Typhon's Excessive Healing animus—which Thagrosh can cast on himself for free thanks to Attuned Spirit—combines with Death Shroud to skyrocket Thagrosh's survivability against anything except a charge from the most powerful of foes. Finally, if Typhon does fall in battle, Dark Revival can bring it right back to the tabletop.

With the addition of yet another heavy warbeast, its time to upgrade the army's ability to manage the loads of fury it is sure to generate each turn. Another Forsaken provides a good siphon for excess fury and extends the threat range of Blight Shroud on the table. Finally, a Blighted Nyss Shepherd provides some excellent warbeast control thanks to Beast Master, which allows it to force beasts within its command range. While this army will rely primarily on the Shepherd's Condition special action to remove excess fury, a well-timed Medicate can turn a wounded warbeast back into a potent threat.

Between Beast Master and Condition you can effectively have the Shepherd and a heavy warbeast form an autonomous group without sacrificing the combat effectiveness of the warbeast. Activate the warbeast first to ensure you can move the Shepherd up and remove any fury the warbeast generates during its turn or else you risk it frenzying during your next Control Phase.



Phase V: 100 Points

The 100-point level is a really fun point at the army-building level. With double the points, you can completely deviate from a set theme and create a balanced army by building a force that is the polar opposite of the existing one. As such, it would be perfectly acceptable to build the last 50 points around Lylyth, Herald of Everblight and plenty of Blighted Nyss Archers, Striders, and Raptors with a few warbeasts that excel at range. In this case, though, it is time to take our dragonspawn army to a whole new level.

Enter Absylonia, Terror of Everblight. With a feat that rivals Thagros's for ruining your opponent's day, formidable melee potential, and a great warbeast-

Final 100-Point List

Model	Point Cost	Notes
Thagros, Prophet of Everblight	-5	
Carnivean	11	
Harrier	2	
Scythean	9	
Shredders x2	2 each	
Typhon	12	
Absylonia, Terror of Everblight	-5	NM
Angelius	9	NM
Carnivean	11	NM
Nephilim Soldier x2	5 each	NM
Raek	4	NM
Blighted Nyss Legionnaires (Full)	6	
Blighted Nyss Grotesques (Full)	6	
Blighted Nyss Shepherd x3	1	NM (2)
Blighted Ogrun Warmongers (Full)	8	NM
Blighted Ogrun Warspears (Full)	8	NM
Forsaken x2	2 each	
Warmonger War Chief	3	NM
Total	100	

NM – New model for this point level/list



buffing spell list, she provides the perfect companion to our current warlock. Her spell Carnivore works well on both units and warbeasts and should be cast on different targets accordingly. Other spells in Absylonia's list, such as Forced Evolution and Playing God, are all about increasing the already awesome killing power of Absylonia's warbeasts. Forced Evolution on an Angelus makes it DEF 16 with a P+S 16 Armor Piercing tail strike! Or throw it on a Carnivean for a respectable DEF 13, two P+S 18 claw attacks, and a P+S 20 bite. Playing God can be used to give extra threat range to any warbeast but is especially fun when combined with a Raek to let it make double handed throw power attacks. Since Resourceful allows Absylonia to upkeep spells on models in her battlegroup for free, you'll want to cast these spells early and keep them going the entire game.

As already stated, an Angelus is the perfect target for Forced Evolution, but even without it, the warbeast combines high speed with a solid ranged attack and Flight. Another Carnivean provides some heavy-hitting power for Absylonia's battlegroup as well. A Raek not only gives a fun target for Playing God, but its Shadow Shift animus lets it and Absylonia move about the battlefield without fear of free strikes. Finally, two Nephilim Soldiers provide more flying threats, and each sports an impressive melee attack and a high Threshold stat.

With so many new warbeasts, two more Shepherds provide much-needed fury management. Again, they can

also be used to let the army spread out across the table without sacrificing its overall effectiveness.

With 19 points left, it's a good time to invest in some heavy-hitting, multi-wound infantry. Blighted Ogrun Warmongers can tear through enemy troops and Blighted Ogrun Warspears provide a solid mix of ranged and melee potential thanks to the Assault order. For added punch against high-ARM targets, cast Draconic Blessing on either or both units of Blighted Ogrun. Lastly, a Warmonger War Chief increases the attack rolls of both Ogrun units thanks to Veteran Leader and helps mitigate any damage the Warmongers may take from wayward Berserk attacks by providing Blood Drinker to friendly Blighted Ogrun in its command range.

When fielding this force, I like to use the Blighted Ogrun as a hard center with each warlock and his or her battlegroup on each flank. Both Thagrosh and Absylonia operate well independently and neither warlock's feat stacks with the other, making splitting them apart a viable option. The Blighted Nyss Shepherds allow you to provide warbeast support to the center, and it is unlikely a warbeast will find itself outside its warlock's control range should the Shepherd be killed. Finally, the Blighted Nyss Legionnaires and Grotesques can be used to support either the center or the flanks, depending on the scenario and composition of the opposing army.

Conclusion

Although not particularly numerous, the final list is capable of absorbing a tremendous amount of punishment. In addition, few foes can stand before this army when its horde of dragonspawn comes crashing down like a ton of scaly bricks. Between its warlocks' spells, it can tear through even high-ARM opponents with ease, and thanks to myriad healing abilities it can take a licking without losing any of its effectiveness.

This list can weather the attrition game well, but you need to be wary of concentrated fire. Only Thagrosh's feat can bring something back from the dead. Thus, your capacity to win with this list centers on putting your healing powers to good use. Present your opponent with several threats at once and force him to choose between eliminating one threat and leaving himself vulnerable or going for the long shot and splitting his attacks between multiple beasts. Either way, this army gains a valuable advantage by ripping out the opposing army's biggest threats in an unfair trade or by negating all its previous effort through selective healing.

Now, go forth and consume the Iron Kingdoms for the glory of Everblight!



MORE THEME
FORCES FOR
WARMACHINE



FORCES OF DISTINCTION II

By Simon Berman & Jason Soles

Art by Imaginary Friends Studio, Dave Rapoza, Andrea Uderzo, & Kieran Yanner

Theme Forces offer players the opportunity to play thematic armies that spotlight particular aspects of a warcaster's character or history. From time to time, Privateer Press will introduce new Theme Forces in the pages of *No Quarter Magazine*. These Theme Forces are "fair game" upon publication and usable in our organized play events.



HIGH EXECUTIONER SERVATH REZNIK

KNOCKING ON HEAVEN'S DOOR BY JASON SOLES

WARJACKS: Protectorate non-character warjacks-

UNITS: Choir of Menoth, Flameguard Cleansers, Deliverer units, Steelhead units

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Deliverer Sunburst Crews gain Advance Deployment (A).

TIER 2

Requirements: The army includes one or more small-based Steelhead units.

Benefit: Add one Attendant Priest unit attachment to each Steelhead unit free of cost. This attachment does not count toward FA restrictions. However, each unit can still only have one unit attachment.

SOLOS: Vassal Mechanics, Vassals of Menoth, Wracks, Kell Bailoch, Stannis Brockner

BATTLE ENGINES: Vessels of Judgment

TIER 3

Requirements: The army includes two or more Vassal solos.

Benefit: Friendly models/units can begin the game affected by Reznik's upkeep spells. These spells and their targets must be declared before either player sets up models. Reznik does not pay focus to upkeep these spells during your first turn.

TIER 4

Requirements: Reznik's battlegroup includes three or more heavy warjacks.

Benefit: Your deployment zone is extended 2" forward.

As the mailed fist of the Northern Crusade falls upon eastern Llael, High Executioner Servath Reznik stands at the vanguard of the Protectorate's unprecedented expansion. Hierarch Severius has turned to him to carry the word of Menoth across Llael and to consolidate the gains of the Crusade.

In addition to rooting out and destroying Khadoran forces wherever they are found, Reznik has taken it upon himself to bring countless Llaelese communities under the Sul-Menite dominion, and he carries writs of execution for those who have spoken open defiance.

Settlements that think to decline Reznik's offer to submit to the Creator and choose instead to hide behind their walls soon learn the error of their ways. Reznik leads a mighty army and can call upon terrible weapons of war to devastate and destroy any who oppose the will of Menoth. Once its defenses are blasted to ruin, a defiant town or village is at the mercy of the Northern Crusade. As Protectorate forces sweep into a town, resistance leaders are wracked and the surviving citizenry are presented with the option to convert to

the Menite faith. Those who refuse are cast out of their homes to be set upon by the brigands and darker things prowling the Llaelese countryside.

In his Great Work, Reznik makes much use of Deliverers supported by the purifying fire of the Flameguard Cleansers. Reznik has found that Skyhammer rockets raining down on an unprepared town can have a disquieting effect on its inhabitants without causing much permanent damage. Any settlement too stubborn or well fortified to fall easily is subject to the mass fire of Sunburst crews. The siege seldom lasts for long. After the walls are penetrated, Cleansers sweep through the streets rounding up the population and destroying any structures still standing that are unlawful in the Creator's eyes, such as temples to false gods and other instruments of heathen bureaucracy.

The scope of this task has required the High Executioner to call on greater manpower than the interdiction he leads. He has supplemented his fighting force with considerable mercenary support. The soldiers of fortune who accept such labor serve joylessly, forced to endure the rigors of Sul-Menite discipline. Distrusted for their shifting loyalties, even those mercenaries of the faith are forced to endure the scrutinizing eyes and draconian authority of the clergy. Though this arrangement is as distasteful to the Protectorate as it is to the mercenaries who serve them, the sheer scope of the conflict in eastern Llael forces the Menites to sometimes look to unorthodox solutions in carrying out their Crusade. The ranks of the Protectorate's elite fighting forces are too important and few in number to divert to civilian pacification.

Should Reznik meet substantial opposition or deem his force insufficient to surmount a given obstacle, he can call upon the hierarch to dispatch the Vessels of Judgment to unleash the wrath of their angry god.





DAWNLORD VYROS

THE DAWN'S TALON BY SIMON BERMAN

WARJACKS: Retribution non-character warjacks - with Field Dependent

UNITS: Small-based Dawnguard units, Houseguard units

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Increase the FA of non-character Dawnguard units and solos by 1.

TIER 2

Requirements: Vyros' battlegroup includes two or more heavy warjacks.

Benefit: Reduce the point cost of heavy warjacks in Vyros' battlegroup by 1.

SOLOS: Arcanist solos, Dawnguard solos, Houseguard solos

TIER 3

Requirements: The army includes two or more units.

Benefit: For every two units in the army, one heavy warjack in Vyros' battlegroup gains Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

TIER 4

Requirements: The army includes at least four warjacks.

Benefit: Each warjack in Vyros' battlegroup is automatically allocated 1 focus point at the start of your first Control Phase. This focus is in addition to any points Vyros allocates.



Though the Dawnguard serves all of Ios, it is unquestionably commanded by House Nyarr and serves the agendas of that house's leaders. Dawnlord Vyros has commanded the Dawnguard for decades, spanning two wars. Now that House Nyarr and the Dawnguard have thrown in their lot with the Retribution of Scyrab, Vyros has become one of the most powerful individuals of the Iosan nation. His operational control of Retribution forces is broad, but he maintains the same private guard that has served him since the War of the Houses.

The leaders of the five great military houses all maintain personal soldiery drawn from the ranks of their own houseguards, but House Nyarr is unique in that it

has access to the elite soldiers of the Dawnguard. While it would be politically dangerous for House Nyarr to utilize the Dawnguard as a private army, Dawnlord Vyros has long kept a small number of handpicked units under his direct command. These Invictors and Sentinels are supplemented by a small group of highly trained Nyarr houseguard, who exist primarily to legitimize Nyarr claims that they do not utilize the Dawnguard as their personal army. Prior to the outbreak of the civil war, this group was an honor guard, but in the face of Lord Ghyrrshyld's crimes, Vyros swiftly came to rely upon them as one of the most important assets under his command.

During the initial fighting at the outbreak of the War of the Houses, Vyros relied heavily on the Dawnguard to carry out attacks on the treacherous House Vyre and its allies, leaving the houseguard of Nyarr as a largely defensive force. However, as



the fighting spread to multiple Iosan cities, House Nyarr soon had no choice but to more fully integrate its household soldiery with the Dawnguard forces. Although the disparate fighting forces initially suffered from traditional rivalries, close proximity and the dire nature of their cause led to a natural bond developing between all units.

During the assault on the city of Issyr, Vyros personally led these combined forces through the streets. Dawnguard and houseguard units fought with an easy coordination, anticipating the Dawnlord's orders and executed a series of overlapping pincer movements against fortified Vyre positions. Invictors and houseguard riflemen provided perfectly timed fire to cover the advance of House Nyarr myrmidons and heavy infantry. In the aftermath of the momentous battle, Vyros commended the survivors, likening each of the encircling elements of his forces in the battle of Issyr to the talons of the falcon's claw.

The Dawn's Talon, as Vyros' personal assault force came to be known, served with distinction throughout the rest of the War of the Houses. They fought alongside the Dawnlord in his final battle with Narcissar Gyrshyld, a battle where many of their number paid the ultimate price to finally restore peace to Ios.

Only a few decades later, when House Nyarr took up the cause of the Retribution, Vyros knew he would once more have need of the Dawn's Talon. The veterans of that force are some of the finest warriors

produced by the Dawnguard and House Nyarr in a generation. The Dawnlord personally chooses new members of this regiment, a significant honor that many soldiers hope to receive.

The closely integrated elements of houseguard and Dawnguard are no less potent against the Retribution's foes than they proved against House Vyre. The Dawn's Talon serves wherever Vyros requires the finest soldiers at his disposal.



STUDIO SECRETS

with Matt DiPietro

ALTERNATE COLOR SCHEMES

When considering a color scheme for a particular faction, the comprehensive step-by-step painting guides in the *Forces of WARMACHINE* and *Forces of HORDES* books are a great place to start. You shouldn't feel constrained by these official paint schemes, though. Once you engage your imagination and creativity, the possibilities become endless. In this installment of Studio Secrets, we'll be looking at some basic rules and concepts that will help you come up with your own striking color schemes. We'll build off what we learned about underpainting in *No Quarter #54* and put those new concepts into practice by painting some models.

BALANCE OF CONTRAST

The first concept that you need to keep in mind when developing your own paint schemes is balance of contrast. The two most important types of contrast are value (light/dark) contrast and color contrast. Considerations of value contrast usually have to do with the placement of shadows and highlights. Luckily, with the underpainting method, our shadows and highlights are conveniently placed for us. This means our main concern

will be with color contrast. You want to avoid having two or more bright, contrasting colors vying for control. It's best to use a single bright color augmented with small amounts of a contrasting color to accent gems, eyes, and other small details. Various shades of grey, brown, cream, or metal should be used to fill out the composition.

PARENT COLOR

The concept of parent color means using the standard color scheme on a single part of the model so it can be tied in with its faction. One of my favorite ways to use this concept is to paint a warcaster, a warjack or two, and an infantry unit in an alternate scheme. However, I paint one piece of the model (a shoulder guard, a weapon, etc.) in the standard color scheme. I can then integrate the models using the alternate color scheme into my larger army painted in the standard scheme without having them look out of place! Essentially, parent color lets you play around with alternate colors and still have a force that looks unified on the table.

OL' ROWDY

This alternative scheme for Ol' Rowdy takes advantage of the parent color concept. Its shoulder guard and gauntlet are painted in the standard Cygnar Blue, while the rest of its armor is painted black. There is very little color contrast since the model is mostly monochromatic, but it works because the dark blue is integrated into all parts of the model, from the metals to the white swan.

COLORS USED

Formula P3 Black Primer

Formula P3 White Primer

Gray auto primer

Arcane Blue

Armor Wash

Carnal Pink

Coal Black

Cold Steel

Cygnar Blue Base

Exile Blue

Frostbite

Molten Bronze

Pig Iron

1



Step 1) Apply a three-tone underpainting to the model. Start with a solid coat of Formula P3 Black Primer, spray the upper portion of the model with grey auto primer, and finish with a blast of P3 White Primer sprayed from directly above

2



3



4



Step 2) Mix a paint wash using Cygnar Blue Base, water, and a drop of Formula P3 Mixing Medium. Apply this wash to the right shoulder and arm guard. Apply this mixture evenly and avoid allowing the paint to pool in the recesses.

Step 3) Mix Coal Black and Exile Blue into some Armor Wash and apply this mixture evenly to the armor plates, metal areas, and the blue areas. The blue and underpainting should show through this layer, so keep it fairly translucent.

Step 4) Apply Armor Wash to the armor plates. While completing this step, leave the blue areas alone.

Step 5) Drybrush the boiler, hands, hammer, and other metal areas with a coat of Cold Steel. You should see some blue showing through the drybrushing.

Step 6) Drybrush the smoke stacks, face mask, and remaining metal areas with a mixture of Molten Bronze and Pig Iron.

5



6



STUDIO SECRETS-ALTERNATE COLOR SCHEMES

7



Step 7) Using a mixture of Frostbite and Carnal Pink, highlight the Cygnus and use the mixture to basecoat the glowing bits and eyes.

8



Step 8) Use Arcane Blue mixed with a drop of mixing medium to colorize the glowing areas.

GATORMAN POSSE

This member of the Gatorman Posse has been painted in a more natural paint scheme but still takes advantage of color contrast to keep the model interesting. The tongue, rust, blood, and wood are all painted in muted shades of red, which contrasts nicely with the green that makes up the majority of the model's color scheme.

COLORS USED

Formula P3 Black Primer
Formula P3 White Primer
Gray auto primer
Armor Wash
Brown Ink
Cold Steel
Cryx Bane Base

Cryx Bane Highlight
Menoth White Base
Midlund Flesh
Red Ink
Sulfuric Yellow
Thamar Black
Thornwood Green

1



Step 1) Apply a three-tone underpainting to the model. Start with a solid coat of Formula P3 Black Primer, spray the upper portion of the model with grey auto primer, and finish with a blast of Formula P3 White Primer sprayed from directly above

2



Step 2) Mix a wash using Thornwood Green, water, and a single drop of mixing medium. Apply an even coat of wash to the Gatorman's scales while leaving the back plates unpainted. Make sure the underpainting is visible through this coat of paint.

Step 3) Apply a coating of thinned-down Cryx Bane Highlight to the Gatorman's back plates.

Step 4) Wash all the flesh with a mixture of Cryx Bane Base and Armor Wash.

Step 5) Drybrush the metal areas with a layer of Cold Steel. Keep this layer a bit messy since unpainted areas will appear as rust later.

Step 6) Paint the tongue with a mixture of Midlund Flesh and Cryx Bane Highlight.

Step 7) Use a mixture of Brown Ink and a small amount of Thamar Black to paint the wood and tint the metal with a rusty look. Also, use this mixture to darken up the tongue.

3



4



5



6



7



STUDIO SECRETS-ALTERNATE COLOR SCHEMES

8



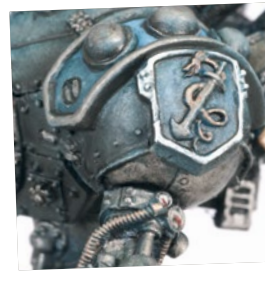
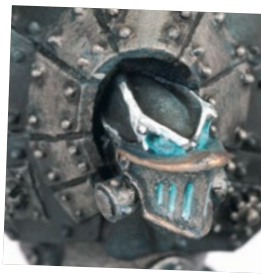
Step 8) Paint the eyes, teeth, and shells with a coat of Menoth White Base mixed with Sulfuric Yellow.

9



Step 9) Tint the eyes and mouth with thinned Red Ink.

Personalizing your own army in one of the most rewarding parts of WARMACHINE and HORDES. Whether you get your inspiration from history, popular culture, or the pages of *No Quarter Magazine*, you'll find that a personalized color scheme can really make an army feel more like your own. Under your signature banner, your army will fight harder, your defeats will be fleeting, and your victories glorious.



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Guts & Gears

Guts & Gears takes a look at the men, machines, and monsters of the Iron Kingdoms. Read about what it takes to be a warrior or warbeast with one of the many factions or look into the mechanical workings of hulking warjacks and what it takes to get these multi-ton constructs to dominate the battlefield.

GUN CARRIAGE

By Aeryn Rudel & Douglas Seacat • Art by Eric Deschamps, Andrea Uderzo, & Chris Walton

Though they have undergone constant refinement, weapons like the Gun Carriage have been in use by Khadorans for centuries. In fact, Khador began to field the earliest gun carriages during the later phases of the rebellion against the Orgoth. After the Army of Thunder was destroyed, knowledge of the weapons first invented in Llael spread throughout the region, and rebels in Khador were among the first to succeed at translating smaller firearms into much larger and heavier cannons. These weapons, while powerful, required a special degree of effort and logistics to maneuver on the field. Khador's first massive cannons were hauled to the battlefield in great carts pulled by powerful draft horses. Northern engineers were not content with the setup time required to unhitch and situate these cannons or with the subsequent loss of mobility for the artillery. They soon developed the means whereby such guns could remain fixed on more heavily reinforced carts, with armored plating to protect their crew, and over time these took on the role of mobile artillery.

The earliest of these gun carts were crude and dangerous. Forced to fight from dark, smoky interiors, the crews were often rendered deaf by the shattering noise of the cannons. A proper balance had to be found between the caliber of cannon on

board and the mobility of the armored wagon. Nevertheless, these early gun carts proved effective and became a staple of war among the nascent armies of the fledgling Iron Kingdoms. As arms and armor improved over the years, warjacks became the battlefield standard for many nations, who then abandoned cart-based mobile artillery. Khador, however, continued to employ them, modifying them as techniques for building more powerful but compact cannons were refined.

The current Gun Carriage is a culmination of these centuries of refinement and is a testament to Khador's highly efficient engineering corps. The current incarnation has changed little in the past fifty years but has seen a

number of smaller refinements. In particular, its armor has incorporated



metallurgical advances to make it lighter without sacrificing durability, its gun turrets have been improved to allow greater range of motion and therefore wider firing arcs, and its suspension system has been gradually improved to allow the carriage to reach greater speeds without loss of control.

Though many of Khador's enemies consider the armed carriage outdated and surpassed by other developments of war, it remains a mainstay in the Khadoran military even today. The relative scarcity of cortex materials has reinforced Khador's desire to maintain options that combine high mobility with firepower. While the Gun Carriage of today evolved in small steps over the centuries, it stands as an entirely different weapon than what it once was, transformed into a versatile, mobile, and incredibly deadly weapon platform that complements and supports Khador's warjacks in the field.

The major components of the Gun Carriage are described below, as well as how the machine developed through the centuries to reach its present form.

Locomotion: Gun carts have long relied on teams of horses to provide locomotion. Older and cruder gun carts sometimes required teams of four or six horses to pull them, but the improvements in the present model combined with careful selection of horses has reduced this to a single pair. The largest and most robust breeds of Umbrean and Khardic draft horses are preferable, as they are bred for strength and stamina; a single draft horse can pull a load of two tons and still maintain a reasonable pace. A pair working together can even pull the great weight of a Gun Carriage at a full gallop when necessary.

The current Gun Carriage rests on four stout wheels of hardened iron. Records indicate some of the earliest armed carts used by Khador utilized iron-rimmed wooden wheels, which were far more vulnerable to fire and explosives. The iron wheels on later versions are all but impervious to small arms fire and can withstand indirect blasts from enemy artillery as well as, if not better than, the armored hull of the vehicle.

Due in large part to their intricate, independent suspension system, armed carts easily negotiate various types of terrain. This system has seen almost constant improvement over the last century. The current Gun Carriage can go anywhere its



horses can pull it, and even the most challenging terrain can do little to slow it once it reaches its full momentum.

Steering Assembly: One issue addressed very early in the history of the gun cart is the importance of protecting the driver. The first gun carts featured an open or partially armored cockpit, which allowed the driver room to manipulate the reins controlling the horses but left him vulnerable to enemy sniper fire.

The steering assembly of later gun carts allowed the driver to control the vehicle while enjoying the protection of the machine's armor. The driver is now completely surrounded by an armored cupola with view ports providing a 360-degree field of vision. In addition, the reins used to control the Umbrean draft horses pulling the vehicle are completely encased in an armored yoke and connected to a series of levers within the cabin. By simply pulling the correct lever, the driver can easily direct the horses' speed and direction.

Armor: Since its inception, the gun cart has been heavily armored. Increasing its overall efficiency over that of earlier versions, recent adjustments in the shape of the Gun Carriage's armor resulted in greater deflection of incoming projectiles and artillery. The use of more refined steel alloys has allowed for lighter armor with the same level of protection, reducing the load on the horses.

No expense has been spared to armor the draft horses pulling the Gun Carriage. Each horse is fitted with barding on par with the heavy armor worn by the Karpathan destriers ridden by the Drakhuns. This armor is perfectly fitted, alchemically strengthened, and all-encompassing enough to foil most types of small arms completely and can withstand shrapnel from artillery fire. Coupled with the incredible stamina and hardness of the steeds, it ensures enemies attacking the locomotive system of the Gun Carriage find no easy target.

Cannons: In past centuries the carts' heavy cannons were operated by a minimal crew due to the archaic firing mechanisms and the weight of the shells. This limited earlier gun carts to a single cannon or required they use a larger, substantially slower carriage. By overcoming this hurdle the present Gun Carriage has vastly improved the amount of firepower it brings to the battlefield. The Gun Carriage is fitted with two cannons that utilize a metal cartridge case containing both blasting powder and a projectile. These

cartridges are simpler to load and take up far less room than the cumbersome and dangerous powder and shot of older designs. As a result these cannons can be crewed by a single gunner each. Gun Carriages are equipped with high-explosive rounds ideal for dealing with infantry and tearing apart the earth with every blast.

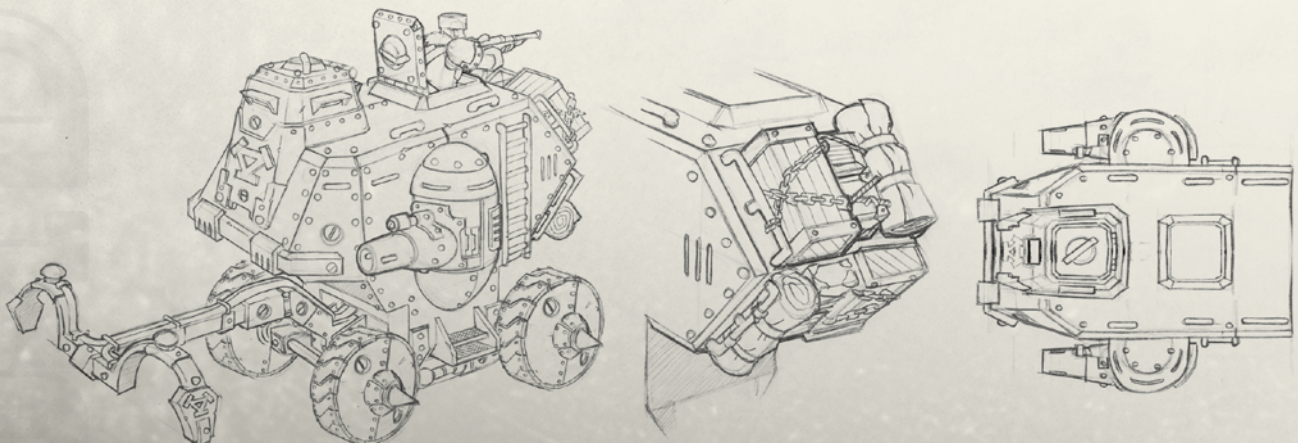
Each of the Gun Carriage's cannons is set on a swivel mount inside an armored gun turret. Both gunner and cannon are housed within this turret, and the gunner can aim his cannon in a 90° arc. The Gun Carriage can engage 180° of the battlefield with both cannons, and a skilled crew can quickly orient the vehicle to bring destruction from nearly any angle, although care must be taken when firing at targets in the front arc nearest the horses. Carriage drivers are practiced in approaching a target in a zigzag pattern, alternating angles of approach to afford each cannon crew a clear lane of fire.

Crew: Older designs carried shot and powder for the main gun in the cabin, greatly restricted the amount of crew space available. The current Gun Carriage stows the cased ammunition for its cannons in a special compartment beneath the main crew cabin, easily accessible by both gunners. This has allowed for extra space as well as the addition of a fourth crewmember.

The standard crew complement for the current Gun Carriage consists of a commander, two gunners, and a rifleman. The commander also functions as the main driver, and the rifleman serves as both close-range defense and as a spotter. Equipped with a standard issue military rifle, the spotter stands inside the rear hatch, partially exposed, during combat situations and calls out possible obstructions and range for the crew. This helps increase the accuracy of the cannons as well as deter enemy infantry armed with grenades, mines, or other anti-armor weaponry.

During combat, the inside of a Gun Carriage becomes a thunderous, smoky hellhole only the toughest soldiers can withstand. Crews are chosen carefully from the ranks of the Winter Guard. Only those with the hardest constitutions and mental fortitude make the cut.

The Khadoran Gun Carriage continues to make a significant impact on the various military actions in which the empire is currently engaged. Its power and effectiveness are testament to a long military tradition that has been forged and refined in the unforgiving crucible of war.



GUN CARRIAGE TACTICS

By David "DC" Carl

WARMACHINE's first battle engine model will soon be rumbling across game tables around the world, blasting apart the earth to rain down rocks and shrapnel upon its enemies or simply trampling them underfoot. This huge-based behemoth will require some tactical adjustments on both sides of the gaming table.

Blasted Earth

The Gun Carriage's most obvious asset is its pair of heavy cannons. With POW 14 and AOE 4, these guns are ideal for blasting apart enemy formations. Models like Gun Mages or Striders are easy prey for the Motherland's big guns. Heavier targets are less prone to casualties from blast damage but will still take significant damage from direct cannon hits. Remember to choose the Gun Carriage's facing wisely. Each cannon can only attack targets within its own firing arc, but models directly in front of the Gun Carriage are still vulnerable to a double dose of Khador's iron rain.

The cannons' raw damage is their main selling point, but they also create great rifts in the earth to slow the enemy's advance. A pair of Gun Carriages backed by Widowmakers, Winter Guard Riflemen, or Winter Guard Rocketeers can barrage enemies with withering fire while using rough terrain to hold them at bay.

For army lists with a more aggressive game plan, the Gun Carriage has a deceptively impressive threat range. With SPD 7 and the ability to trample forward, the heavy cannons have a 22" threat range, and even the Military

Rifle threatens targets 20" from the Gun Carriage's starting position. The Weapon Platform ability also allows the Gun Carriage to make its ranged attacks even while engaged by enemy models.

Horse-Drawn Destruction

Opponents will be quickly disillusioned if they assume the Gun Carriage is nothing more than mobile artillery. Sure, the heavy cannons pack a punch, and the craters can be an effective deterrent against melee-oriented foes. But the effectiveness of a 120-mm-based cavalry model with Knockdown attacks should not be underestimated.

Impact attacks are a great way for 50-mm cavalry models to strike out at two or three models before making their charge attack. For a battle engine, it's common to impact four, five, or even more models with a single impact attack run. The odds are slim that every impact attack will destroy a model, however, so choose one of the impacted models as the charge target. This guarantees that one failed impact attack does not cause the Gun Carriage to fail the charge. Even if the designated charge target dies, the Gun Carriage can still make a mount attack and all its ranged attacks.

The trample option is not always going to be viable due to base size, but it should not be forgotten either. Use a few supporting ranged attacks to clear a landing zone for the Gun Carriage to trample over masses of troops. As with charging, Weapon Platform means the Gun Carriage can still make all three ranged attacks.

Gun Carriage Support

Though the Gun Carriage is a versatile model that requires little in terms of direct support, there are still plenty of fun and powerful options available for making the most of WARMACHINE's first battle engine.

- The common Boundless Charge spell is a great enhancement for the Gun Carriage's already-impressive threat range. For even greater distance on battle engine cavalry charges, Kommander Strakhov's Iron Fist feat allows a Gun Carriage to fire heavy cannon shells an amazing 26" away from its starting position.
- Spells like Dark Prince Vlad's Signs & Portents, Dark Champion Vlad's Hand of Fate, and Supreme Kommandant Irusk's Fire for Effect are great ways to enhance the Gun Carriage's damage output turn after turn. Once per game, Forward Kommander Sorscha's Winter's Chill feat or the Butcher's Blood Frenzy feat allows even more impressive destruction.
- Accuracy buffs are another great tool for the Gun Carriage. Zerkova's Icy Grip and Harkevich's Fortune are both useful accuracy-support spells, but Kommander Sorscha is the queen of accuracy buffs with Icy Gaze, Freezing Grip, and Tempest all at her disposal.



PAINTING THE GUN CARRIAGE

Gun Carriage of the 48th Assault Battalion

By Stuart Spengler



	Armor Wash
	Battlefield Brown
	Bloodstone
	Bootstrap Leather
	Cold Steel
	Ember Orange
	Flesh Wash
	Greatcoat Grey
	Hammerfall Khaki
	Ironhull Grey
	Menoth White Highlight
	Molten Bronze
	Morrow White
	Ordic Olive
	Quick Silver
	Rhulic Gold
	Thamar Black

Usually, a model is fully assembled prior to painting, but given the size of the Gun Carriage it is far easier to tackle the painting in pieces. You should assemble the model using pins to hold the parts together, which will make it easier to glue when you are done painting. The pins also provide a way to grip the parts with pin vises.

Step 1-Base

Apply drybrushing, metallics, and base effects first rather than trying to work around areas you have already painted. With the base completely free of model parts, it is a simple matter of drybrushing and washing.

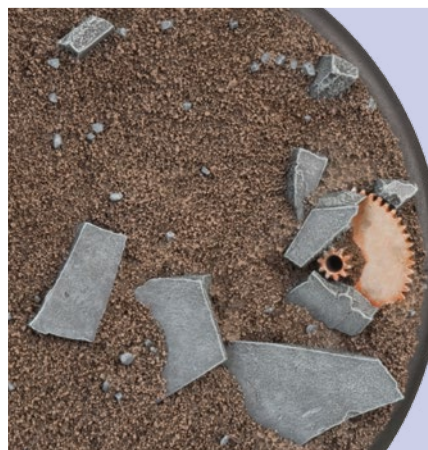
- 1) Drybrush the entire base with Battlefield Brown, then with Bootstrap Leather, and finally with Hammerfall Khaki.
- 2) Carefully pick out the rubble and stones with Greatcoat Grey.
- 3) Wash the stones and rubble with a thin wash of Thamar Black.
- 4) Drybrush the stones and rubble with Ironhull Grey, then with a 1:1 mix of Ironhull Grey and Hammerfall Khaki, and finish with a 1:2 mix of Ironhull Grey and Hammerfall Khaki.
- 5) Carefully pick out the gears with Cold Steel.
- 6) Wash the gears twice with a thin wash of Bloodstone. The second wash can be a little patchier to build up areas that are more corroded.
- 7) Wash the gears with a thin wash of Ember Orange.

Colors Used:

Dirt: Battlefield Brown, Bootstrap Leather, Hammerfall Khaki

Stone: Greatcoat Grey, Thamar Black, Ironhull Grey, Hammerfall Khaki

Metal: Cold Steel, Bloodstone, Ember Orange



Step 2-Chassis

By painting the chassis removed from the base, you can use a larger brush for speed and not have to worry about stray strokes on the base. Painting the metal and green before applying a wash helps to tie the colors together, making it appear as if everything has weathered in the same environment.

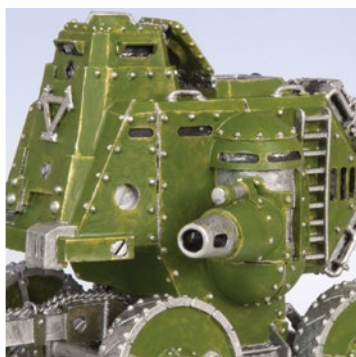
- 1) Paint the entire chassis with Cold Steel.
- 2) Paint all green areas with Ordic Olive. To create the effect of worn and chipped paint, use loose paint coverage.
- 3) Wash the entire chassis with a 1:1 mix of Armor Wash and Flesh Wash.
- 4) Drybrush a quick highlight with Cold Steel to make some of the damage look fresher.
- 5) Highlight the green areas with Ordic Olive, then highlight the green edges and upper surfaces with a 1:1 mix of Ordic Olive and Menoth White Highlight, and finally highlight the green edges with a 1:2 mix of Ordic Olive and Menoth White Highlight.

Colors Used:

Metal: Cold Steel

Green: Ordic Olive, Menoth White Highlight

Wash: Armor Wash, Flesh Wash



Step 3-White

- 1) Paint Ironhull Grey in the areas you want to be white. The unit markings were painted neatly, while the lettering on the guns was a bit messier to look as though it was hastily painted by hand.
- 2) Highlight the white areas with a 1:1 mix of Ironhull Grey and Menoth White Highlight.
- 3) Highlight the white areas with a 1:1:1 mix of Ironhull Grey, Menoth White Highlight, and Morrow White. The highlights don't go all the way to pure white, as the overall effect is that of a vehicle that has been used and worn.

Colors Used:

Ironhull Grey, Menoth White Highlight, Morrow White

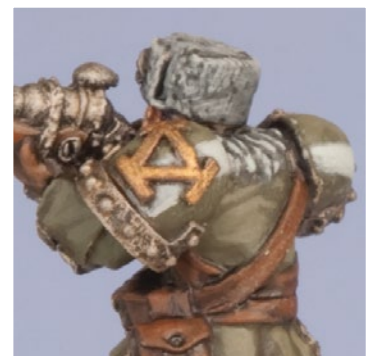


Step 4-Gold

- 1) Paint the icons Molten Bronze.
- 2) Highlight the icons with Rhulic Gold.
- 3) Highlight the icons with a 1:1 mix of Rhulic Gold and Quick Silver.
- 4) Wash the icons with a thin wash of Bloodstone to tie the colors together. This wash also adds a golden tint to the silvery highlights.

Colors Used:

Molten Bronze, Rhulic Gold, Quick Silver, Bloodstone



Step 5-Horses

It's a good idea to paint the armor on the horses at the same time and in the same style as the chassis. The horses are a good example of a piece that is easier to paint separate from the assembled model. The horses' legs are fairly prominent in the finished model and could be tricky to paint effectively when attached to the Gun Carriage.

- 1) Paint the skin and tail Thamar Black to cover up errant strokes from previous steps.
- 2) Highlight the skin with Greatcoat Grey.
- 3) Highlight the skin with Ironhull Grey.
- 4) Wash the skin with a thin wash of Thamar Black to tie the colors back together.

Colors Used:

Thamar Black, Greatcoat Grey, Ironhull Grey



Step 6-Wood & Other Stowage

The stowage on the back consists of multiple items and textures that can easily become a mess of conflicting colors. Painting the entire area as a cohesive unit with a limited palette of colors will help tie them together. Using the colors in different ways will keep all the disparate parts from looking the same.

- 1) Paint the stowage Battlefield Brown.
- 2) Highlight with Bootstrap Brown, then Hammerfall Khaki, and finally Menoth White Highlight. Some items don't need further highlighting after Bootstrap Brown; others can go a few more steps, all the way to Menoth White Highlight.
- 4) Wash the stowage with a thin wash of Thamar Black or Battlefield Brown. Some objects receive different treatments. The crate gets two washes of Battlefield Brown, while the canvas gets a wash of Thamar Black followed by a wash of Battlefield Brown.

Colors Used:

Stowage: Thamar Black, Battlefield Brown, Menoth White Highlight, Hammerfall Khaki, Bootstrap Brown

Gun Carriages of the 48th Assault Battalion

Painted in the signature olive green of the 5th Border Legion, the gun carriages of the 48th Assault Battalion are frequently called into action on the Khadoran/Llaelese border. Supporting Kodiak warjacks and a variety of Man-O-War units, the gun carriages of the 48th form the solid core of heavy armor divisions and are instrumental in hammering the enemies of the empire into submission.





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LOCK AND LOAD GAMEFEST 2011

9AM - 10AM 10AM - 11AM 11AM - 12PM 12PM - 1PM 1PM - 2PM 2PM - 3PM 3PM - 4PM 4PM - 5PM 5PM - 6PM 6PM - 7PM 7PM - 8PM 8PM - 9PM 9PM - 10PM 10PM - 11PM 11PM - 12AM 12AM - 1AM

SATURDAY EVENT SCHEDULE

GAMING HALL																	
IRON ARENA OPEN PLAY																	
OPEN P3 PAINTING Q&A/DEMOS																	
OPEN P3 SCULPTING Q&A/DEMOS																	
OPEN P3 TERRAIN Q&A/DEMOS																	
P3 PAINTING COMPETITION OPEN SUBMISSION																	
WARMACHINE/HORDES · MASTERS QUALIFIER 1							WARMACHINE/HORDES · MASTERS QUALIFIER 2										
MONSTERPOCALYPSE · MASTERS QUALIFIER							WARMACHINE/HORDES HARDCORE 1 PRELIMINARIES				WARMACHINE/HORDES HARDCORE 1 FINALS						
										MONSTERPOCALYPSE · 2 MONSTER TOURNEY							
										IRON PAINTER SHOWDOWN							
CLASSROOM PANELS ALL DAY																	
ARMY PAINTING FOUNDRY	STUDIO PAINTING ACADEMY	SCULPTING INTRO: TRICKS OF THE TRADE	SCULPTING WITH “JUNK” DEMO	LIVE TERRAIN TUTORIAL	CONCEPT TO BOOK: A MODEL’S JOURNEY PANEL	DEVELOPMENT WORKSHOP: LEAGUE MODELS	HISTORY OF THE IRON KINGDOMS	ARMY PAINTING FOUNDRY	STUDIO PAINTING ACADEMY	SCULPTING INTRO: TRICKS OF THE TRADE	SCULPTING WITH “JUNK” DEMO						

SUNDAY EVENT SCHEDULE

9AM - 10AM	10AM - 11AM	11AM - 12PM	12PM - 1PM	1PM - 2PM	2PM - 3PM	3PM - 4PM	4PM - 5PM	5PM - 6PM	6PM - 7PM	7PM - 8PM
GAMING HALL										
OPEN P3 PAINTING Q&A/DEMOS										
OPEN P3 SCULPTING Q&A/DEMOS										
OPEN P3 TERRAIN Q&A/DEMOS										
IRON ARENA OPEN PLAY										
WARMACHINE/HORDES - MASTERS CHAMPIONSHIP										
WARMACHINE/HORDES HARDCORE 2 PRELIMINARIES						WARMACHINE/HORDES HARDCORE 2 FINALS				
WARMACHINE/HORDES - TEAM TOURNAMENT										
MONSTERPOCALYPSE - MASTERS										
P3 PAINTING COMPETITION OPEN SUBMISSION						P3 PAINTING COMPETITION JUDGING				
								COSTUME CONTEST		
CLASSROOM PANELS ALL DAY										
HISTORY OF THE IRON KINGDOMS	ARMY PAINTING FOUNDRY	STUDIO PAINTING ACADEMY	LIVE TERRAIN TUTORIAL	SCULPTING INTRO: TRICKS OF THE TRADE	CONCEPT TO BOOK: A MODEL'S JOURNEY PANEL	DEVELOPMENT WORKSHOP: LEAGUE MODELS	HISTORY OF THE IRON KINGDOMS			
CLOSING CEREMONIES										

CLOSING CEREMONIES

ALL EVENTS AND TIMES ARE SUBJECT TO CHANGE BEFORE THE FINAL EVENT LIST IS PROVIDED.



SHATTERED GROUNDS: THUNDERCLIFF PEAKS



Shattered Grounds: Thundercliff Peaks takes place among the treacherous mountains and mines of western Rhul. Amid these rocky crags and looming peaks, Rhul, the Legion of Everblight, and the Retribution of Scyrah find themselves pitched in heated battle. The attached cards replace their respective models for the course of the Thundercliff Peaks league season. They are not legal cards for any event besides Thundercliff Peaks league games. For more information on WARMACHINE and HORDES league play, go to www.privateerpress.com/organized-play/leagues.

BERSERKER
BERSERKER MH II
KHAHOR BERSERKER HEAVY WARRIOR

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	11	6	4	4	12	18

WAR AXE
P+S 16
POW 5

WAR AXE
P+S 16
POW 5

DAMAGE
1 2 3 4 5 6

STATUS
FA 7
PC 7

BERSERKER
BERSERKER MH II

AGGRESSIVE - This model can run or charge without spending focus or being forced.

OVERTAKE - When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".

WAR AXE

CHAIN ATTACK: BRUTALITY - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one head-butt power attack against that model.

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LEADER 6 GRUNTS
STORMSPEARS
CYGNAR STORM KNIGHT STORMGUARD UNIT

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	7	5	12	15	9

VOLTAIC POLEARM
P+S 12
POW 6

DAMAGE
1 2 3 4 5 6

STATUS
FA 2
PC 6

LEADER 6 GRUNTS
STORMSPEARS

DEFENSIVE LINE - While this model is B2B with one or more models in its unit, it gains +2 ARM.

ELECTRICALLY INSULATED - Ignore this model when lightning arcs to the nearest model.

RANKED ATTACKS - Friendly Faction models can ignore this model when determining LOS.

VOLTAIC POLEARM

ELECTRO LEAP - When a model is hit with this weapon, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboosable POW 10 electrical damage roll.

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SEETHER
GRAB/EVERBRIGHT SEETHER
CRYX SEETHER HELLIACK

SPD	STR	MAT	RAT	DEF	ARM	CMD
9	10	7	5	13	17	9

DEATH CLAW
P+S 16
POW 9

DEATH CLAW
P+S 16
POW 9

TUSKS
P+S 21
POW 2

DAMAGE
1 2 3 4 5 6

STATUS
FA 6
PC 6

SEETHER
GRAB/EVERBRIGHT SEETHER

NECROMANCY - While this model is in its controller's control area, it can spend focus points to cast its controller's spells. When this model casts its controller's spells, the controller is considered to have cast them but this model is their point of origin. When making a magic attack roll, this model uses its controller's FOCUS. This model cannot cast spells with a RING of SELF or CTRL.

SOUL DRIVE - This model is allocated 1 additional focus point during your Control Phase.

DEATH CLAW

CHAIN ATTACK: GRAB & SMASH - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make a double-hand throw, head-butt, headlock/weapon lock, push, or throw power attack against that target.

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DRUID STORMWARD & WOLDSHOCKERS

STORMWARD

MAGIC ABILITY

• CONCENTRATED FIRE (*ACTION) - This activation models in this unit gain a +1 cumulative bonus to enemy damage rolls for each other model in this unit that has hit an enemy model with a ranged attack this activation.

• ZEPHYR (*ACTION) - Models in this unit that are in formation can immediately advance up to 3". They cannot be targeted by free strikes during this movement.

SELF-SACRIFICE - If this model is disabled by an enemy attack, you can choose a non-disabled model in this unit within 3" of this model to be destroyed. If another model is destroyed as a result of Self-Sacrifice, this model heals 1 damage point.

STONE HEART - This model never flees and automatically passes command checks.

ARCANE STRIKE

ELECTRICAL CURRENT - If this attack directly hits a model during this unit's activation, ranged attacks against that model made by models in this unit later this activation automatically hit it.

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2 FA 5
PC Leader and 5 units

WOLDSHOCKER GRUNT	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	4	0	6	12	14	4

STORMWARD	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	6	6	4	14	12	9

DRUID STORMWARD & WOLDSHOCKERS

CIRCLE DRUID STORMWARD & WOLDSHOCKERS UNIT

MAGE HUNTER SNIPER

SNIPER

CAMOUFLAGE - This model gains an additional +2 DEF when benefiting from concealment or cover.

SPELL WARD - This model cannot be targeted by spells.

SWIFT HUNTER - When this model destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2".

MAGEBANE CANNON

BLESSED - When making an attack with this weapon, ignore spell effects that add to a model's ARM or DEF.

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2 FA 2
CA

MAGEBANE CANNON	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	4	4	7	14	11	8

MAGE HUNTER SNIPER

RETRIBUTION GHOST SNIPER SOLO

OGRUN HOPLITE

MERCENARY - This model will work for Cryx, Cygnar, and Khador.
MINION - This model will work for Trollblood, Storme, and Thornfall Alliance.

HOPLITE

DEFENSIVE STANCE - While B2B with one or more friendly warrior models, this model gains +2 ARM.

SHIELD GUARD - Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

OGRUN POLE ARM

POWERFUL CHARGE - This model gains +2 to charge attack rolls with this weapon.

SET DEFENSE - A model in this model's front arc suffers -2 on charge-slam power attack, and impact attack rolls against this model.

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2 FA 5
CA

OGRUN POLE ARM	SPD	STR	MAT	RAT	DEF	ARM	CMD
	5	9	6	3	13	17	8

OGRUN HOPLITE

MERCENARY RHILIC OGRUN BOKUR SOLO

GRUVUS REDOUBT

LEADER & GRUNTS

RELENTLESS ADVANCE - When a model in this unit is damaged by an enemy attack, models in this unit gain +2 SPD for one round.

RIGHTIOUS FLAMES - An enemy model that ends its activation within 2" of this model suffers the Fire continuous effect.

SHIELD WALL (ORDER) - For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

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1 FA 6
Units
Leaving 2 and 4 spots
CD

MODEL A'S DAMAGE	10
MODEL B'S DAMAGE	10
MODEL C'S DAMAGE	10
MODEL D'S DAMAGE	10
MODEL E'S DAMAGE	10

BLAZING SWORD	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	7	7	4	11	17	9

GRUVUS REDOUBT

PROTECTORATE EXEMPLAR CINERATORS UNIT

CROAK JAVELINER

MERCENARY - This model will work for Talion Charter.

MINION - This model will work for Circle, Legion, Skorne, and Trollbloods.

AMPHIBIOUS - This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

HUNTER - This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

SNAP FIRE - When this model destroys one or more enemy models with a ranged attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Snap Fire do not count against a weapon's ROF and cannot generate additional attacks from Snap Fire.

VITRIOL - If this model is hit by a melee attack, immediately after the attack is resolved the attacking model suffers the Corrosion continuous effect unless this model was destroyed or removed from play by the attack.

THROWN SPEAR

POISON - Gain an additional die on this weapon's damage rolls against living models.

THROWN - Add this model's STR to the POW of this ranged attack.

SPEAR

POISON - Gain an additional die on this weapon's damage rolls against living models.

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CROAK JAVELINER
MINION CROAK HUNTER SOLO

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	6	13	14	8

JAVELINER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	6	13	14	8

THROWN SPEAR

RNG	ROF	AOE	POW
8	1	-	4

SPEAR

POW	P+S
4	10

TROLL FLAILER

ANIMUS

COST 2 **RNG** 6 **AOE** - **POW** - **UP** NO **OFF** NO

BUMP - When target friendly model is damaged by an enemy melee attack, after the attack is resolved the enemy model is pushed 3" directly away from the affected model, then Bump expires. Bump lasts for one round.

TROLL FLAILER

REGENERATION (D3) - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

SHIELD GUARD - Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

BALL & CHAIN

CHAIN WEAPON - This attack ignores the Buckler and Shield weapon qualities and Shield Wall.

ENTANGLE - When a warrior or warbeast is hit by this weapon it is knocked down.

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TROLL FLAILER
TROLLBLOOD TROLL BOUNCER LIGHT WARBEAST

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	5	5	4	10	17

TROLL FLAILER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	5	5	4	10	17

BALL & CHAIN

RNG	ROF	AOE	POW
13	4	-	13

SHIELD

POW	P+S
1	10

TITAN SIEGELAYER

ANIMUS

COST 2 **RNG** 6 **AOE** - **POW** - **UP** NO **OFF** NO

FAR STRIKE - Target friendly model's ranged weapons gain Snipe. Far Strike lasts for one turn. (An attack with a Snipe weapon gains +4 RNG.)

SIEGELAYER

BULLEHEAD - When this model freezes, if it would charge a model, it targets that model with a slam power attack instead. If it cannot, it freezes normally.

TUSKS

HARD HEAD - This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

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TITAN SIEGELAYER
SKORNE TITAN CANNONEER HEAVY WARBEAST

SPD	STR	MAT	RAT	DEF	ARM	CMD
12	12	12	12	18	18	7

SIEGELAYER

SPD	STR	MAT	RAT	DEF	ARM	CMD
12	12	12	12	18	18	7

SIEGE GUN

RNG	ROF	AOE	POW
12	1	4	14

TUSKS

POW	P+S
3	15

WAR MACE

POW	P+S
4	16

ELYSHYAH

SHEPHERD

BATTLE WIZARD - Once per turn, when this model destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved it can make one Magic Ability special attack or special action.

MAGIC ABILITY (7)

CONDITION (4 ACTION) - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, place any number of fury points on or remove any number of fury points from it.

FROSTBITE (4 ACTION) - Frostbite is a RNG SP 8 magic attack. Models hit suffer a POW 12 cold damage roll.

MEDICATE (4 ACTION) - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points. A warbeast can be affected by Medicate only once per turn.

BATTLE STAFF

POWERFUL CHARGE - This model gains +2 to charge attack rolls with this weapon.

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ELYSHYAH
LEGION BLIGHTED NYSS SHEPHERD CHARACTER SOLO

SPD	STR	MAT	RAT	DEF	ARM	CMD
9	9	9	9	14	14	9

SHEPHERD

SPD	STR	MAT	RAT	DEF	ARM	CMD
9	9	9	9	14	14	9

BATTLE STAFF

POW	P+S
4	10

NO QUARTER 35 PAINTING CHALLENGE

SPOILS OF WAR

THE SPOILS OF WAR...

CAPTURED WARJACKS REPURPOSED...

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THE NEW THEME FORCE FOR KOLDUN
KOMMANDER ALEKSANDRA ZERKOVA PRESENTED
IN *No Quarter* #34 ALLOWS THE KHADORAN
WARCASTER TO MAKE USE OF VANGUARD WARJACKS
AS IF THEY WERE KHADORAN WARJACKS. WE'D
LIKE TO SEE MORE EXAMPLES OF THAT THEME. IF
KHADOR COULD CAPTURE AND USE VANGUARDS,
CYGNAR COULD POSSIBLY MAKE USE OF TALONS,

OR THE PROTECTORATE OF MENOTH MIGHT USE
CAPTURED MULES. WE WANT TO SEE YOU TAKE
A MERCENARY WARJACK AND PAINT IT UP IN
ANOTHER FACTION'S COLOR SCHEME. GIVE YOUR
MERCENARY WARJACK A NEW FACTION!

ENTRIES DUE BY
05 / 1 / 11

**SEE THE WINNER OF THE INKED-UP CHALLENGE
FROM NO QUARTER #33 ON PAGE 95!**

Take a digital photo of your creation. Then, check out the rules and submission guidelines at: <http://privateerpress.com/no-quarter/no-quarter-challenges>



The Gavyn Kyle FILES

Transcribed by Aeryn Rudel

Art by Mariusz Gandzel, Luke Mancini, Brian Snoddy, & Matt Wilson

DEATHJACK

Although some believe it only a terrible legend, the Deathjack leaves very real corpses in its wake and a trail that is both well documented and centuries old. However, tracking down any substantiated information on this necromechanical horror has been difficult, to say the least. Descriptions of fleeting sightings abound, but solid intelligence regarding the Deathjack's origins, design, and use by Cryx is practically nonexistent. Most of what is available amounts to wild speculations and the maddened ramblings of necromancers, infernalists, and those rare few fortunate enough to survive its attacks. Despite all this, I have been able to uncover a few interesting tidbits that hint at when and how the Deathjack entered into the service of Cryx.

—G.K.

Documented Deathjack Sightings

Below is a fairly exhaustive list of all documented Deathjack sightings over the last few centuries. Although sightings are plentiful, documentation is scarce. Therefore casualties and other specifics mentioned in early sightings should be considered approximations.

350 AR: Tverkutsk, Khador: A monstrous machine described as a "Devil in Iron" destroys a logging party. I could find nothing matching the Deathjack's description from before this date, so it seems safe to assume the Deathjack was created around this time.

355 AR: Blackroot Woods, Khador: Village destroyed. There are only three survivors.

360 AR: Five Fingers, Ord: Fishing boat destroyed while docked. The entire crew of eleven is killed.

365 AR: Ramarok (near Henge Hold), Cygnar: Cygnaran forces, aided by Ironhand mercenaries, battle pirates near the ruins of Henge Hold. The Deathjack attacks both forces.

390 AR: Caspia, Cygnar: Merchant caravan attacked en route to Caspia from Clockers Cove. Four dead and two steamjacks destroyed.

425 AR: Fenn Marsh, Cygnar: Trollkin kriel attacked. A chieftain named Nargath the Scarred holds off the Deathjack long enough for his kriel to escape into the marshes.

470 AR: Merin, Ord: Troupe of traveling bards attacked outside Merin. The two survivors go on to write a number of songs featuring the Deathjack, many of which are still sung today.

510 AR: Blindwater Lake, Cygnar: Gatorman village attacked. The gatormen manage to drive off the Deathjack, but nearly half of them are slaughtered in the process.

540 AR: Glimmerwood: Hunters stumble upon a battle between the Deathjack, three argus, and an unnamed druid. The escaped hunters report the druids and two argus were slain.

570 AR: Black River, Llael: River barge attacked while moored for the night. Ten passengers and three crewmembers are slain.



Recent Sightings

Deathjack sightings in the last twenty years are much better documented. The following accounts contain casualty information that may be regarded as accurate.

589 AR: Highgate, Cygnar: Mountain pass way station destroyed. Eight missing, presumed dead.

592 AR: High Gulch (northeast of Caspia), Cygnar: Gobber caravan massacred. Twelve reported dead.

592 AR: Khardov, Khador: The Deathjack is reportedly captured. There is no physical evidence, so this report is likely fabricated.

595 AR: Kidlan (east of Berck), Ord: Ironhand mercenary crew ambushed and slaughtered. Out of twenty-six men, only two survived.

596 AR: Fellig, Cygnar: Brickfield Massacre. Outside of military actions in support of Cryx, this remains the Deathjack's most devastating verified appearance. Reports indicate 102 dead, 32 injured, and 16 missing.

598 AR: North of Imer, Protectorate of Menoth: Six confirmed sightings in the area. None reported dead, but twelve persons reported missing.

599 AR: East of Ceryl, Cygnar: Merchant caravan attacked. Twenty dead, leaving a single survivor.

599 AR: Hills near Midfast, Ord: Neighboring trollkin population wiped out. Exact casualties are unknown, but reports from the scene indicate upward of fifty intact corpses.

601 AR: West of Fharin, Cygnar: Trollkin kith massacred. In all ten were slain, with a single trollkin listed as missing.

601 AR: Wyrmwall Mountains near Orven: Mining town destroyed, claiming the lives of forty-one miners.

601 AR: Cygnaran-Khadoran border (northwest of Corvis): A company of Red Fist mercenaries hired to destroy the Deathjack are wiped out, with thirty members killed. My research indicates numerous mercenary companies have attempted to track and confront the Deathjack in the last twenty years. Most end up like the Red Fist.

603 AR: Marchfells: The mangled bodies of nearly a dozen skorne warriors and a cyclops are found east of Fort Falk. Their deaths are attributed to the Deathjack, which had been spotted in the area in the days prior to the attack.

604 AR: Bloodstone Marches: Idrian scouting party attacked north of Imer, leaving eight dead and two wounded.

605 AR: Wyrmwall Mountains north of Highgate, Cygnar: Cygnaran forces discover the remains of Cryxian troops and bonejacks plus evidence of a powerful necromantic ritual. There are numerous unconfirmed sightings of the Deathjack in the area around this time, and I believe this is the location where the Deathjack was bound into the service of Cryx.

606 AR: Thornwood Forest, Cygnar: Deathjack reported destroyed by Cygnaran-hired mercenary Gorten Grundback at the Battle of the Temple of Garrodh. This marks the first documented instance of the Deathjack cooperating directly with Cryx.

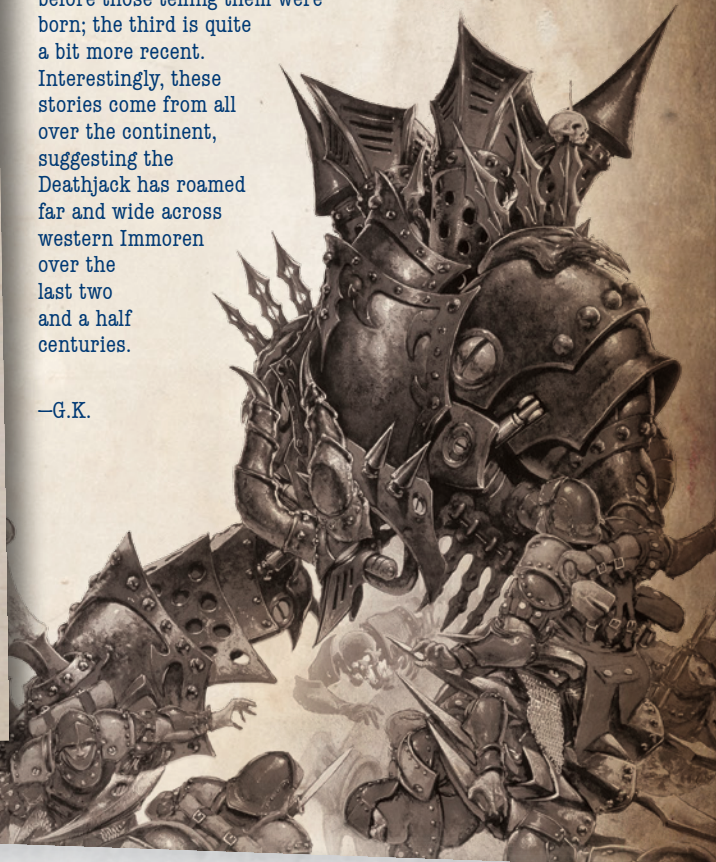
607 AR: Thornwood Forest, Cygnar: The Deathjack aids Cryxian forces in harrying the Cygnaran First Army as it stages a fighting retreat from Northguard. This is the first documented appearance of the Deathjack after its alleged destruction at the hands of Gorten Grundback.

608 AR: Elsinberg: Cryxian forces wipe out two squads of Winter Guard traveling between Elsinberg and Merywyn. The Deathjack is part of the attacking force. No survivors.
Current Activity: The Deathjack has been spotted numerous times among Cryxian forces staging raids in occupied Llael, with sightings as recent as two weeks ago.

Documented sightings of the Deathjack are common enough that I was able to compile a lengthy list of accounts of its murderous activities over the centuries. Additionally, oral tales of the Deathjack abound; several of these accounts, passed from generation to generation, have even entered the mythology of certain peoples. These stories rarely mention the Deathjack by name, but the appearance and activities of the monster described leave little doubt as to its identity.

Professor Viktor Pendrake, who has some interest in the Deathjack, supplied the following three tales. The events in these first two obviously happened well before those telling them were born; the third is quite a bit more recent. Interestingly, these stories come from all over the continent, suggesting the Deathjack has roamed far and wide across western Immoren over the last two and a half centuries.

—G.K.



Kossite villagers in the far northern reaches of Khador tell a story of the Devil in Iron, a huge beast made entirely of black iron with smoke for breath and a belly of green fire that wears the skulls of the damned upon its shoulders. In this tale, it appears the Deathjack has taken on the role of a harbinger of divine retribution, as it is described as drinking in the souls of the lost. Those I interviewed who knew of the tale were unfamiliar with the name "Deathjack" and saw the Devil in Iron as a minion of Thamar sent to collect the souls of the wicked. Certain trollkin kriels in the Fenn Marsh tell the story of Nargath the Scarred, a great chieftain who died defending his kriel from the Deathjack. In this story, the Deathjack is called the Black Ravager and devours the hearts and souls of Dhunia's greatest champions. Nargath battles the Black Ravager alone, sacrificing his life and spirit so his kriel can escape its wrath. The veracity of this story is certainly suspect, and I could find no living relations of Nargath in the Fenn Marsh. The story is so common in the area, however, that it likely contains some kernel of truth.

By far the most interesting tale regarding the Deathjack is one I overheard during my short-lived captivity among the skorne. The story tells of a horrific machine encountered by skorne forces scouting along the eastern border of the Bloodstone Marches. They called it the Iron Sentinel and described it as a black iron creature with claws of steel and "a heart made of the void itself." It slew a dozens skorne warriors, pulling their souls into the void, before it was driven off.

—Pendrake

The origins of the Deathjack are shrouded in mystery. It appeared some two centuries ago, without any indication of where it had come from or who had created it. There are, of course, rumors that the Deathjack is possessed of a malignant intellect, an evil so great it must originate from beyond Caen. Thus, some sages have speculated the machine may be in some way linked to the otherworldly evil of the infernals and to those who consort with such beings.

Personally, I think there is little substance to this theory, but I am not one to leave any stone unturned. Through one of my contacts at Bloodshore Island I was able to procure the journal of an avowed infernalist who was held there before his execution. These writings are truly the stuff of madness, and trying to follow them is both infuriating and deeply disturbing. However, I was able to piece together and make some sense of the man's ramblings.

—G.K.

There are pages of this and worse. Some things in the above passages are intriguing, however. By "great, dark engines those across the water only vaguely grasp," could he be referring to Cryx and their helljacks? He also speaks of a book, and from what I can tell, it was this book—or the finding of it—that led him to traffic with the infernals. Among the ranting and depravity in the rest of the journal I found this surprisingly lucid passage regarding it.

I must have the book. The presence promised it would be delivered within days of signing our agreement, but I have only been given these few pages. The hastily copied tidbits on crumbling parchment are not what I was promised. But the things they hint to only make me long for the secrets of the Librum Mekanecrus more each day. Have I signed away my soul for nothing more than a glimpse of what I have dreamed of for decades? The presence says I will have what I seek soon, but I fear the authorities may discover my activities before I have the book.

*The darkness in my cell
shudders and moans. In the
corners of my mind I see them.
They will come soon to collect
what is theirs. Too soon! Too
soon! Not what I was promised.
Fleeting glimpses of things only
dimly illuminated. I wanted to
know more. I wanted to see. I
wanted to build the great, dark
engines those across the water
only vaguely grasp.*

*But they would not bring
me the book. They promised.
They said such pleasing things,
whispers of assurance in the
dark. Just give a little more.
Just give us more of you and
more of everything and more
blood. Always more blood. I
swam in it, drank it down.
Even as the screaming filled my
head with needles, I cut and
cut and cut. I did what I was
asked, but they denied me. Still
deny me.*

This Librum Mekanecrus apparently is of significant interest in infernalist circles. From what I have been able to gather from the few sages who study such things, it is an ancient tome said to contain knowledge pertaining to infusing mechanika with power using ancient Orgoth rites. What Orgoth rites have to do with infernalism, I have no idea. Many of these same sages believe the Deathjack to be a product of the Librum Mekanecrus. It is a theory that is not without some merit, I suppose, though the whereabouts of the book are unknown.

—G.K.

Although the first recorded sighting of the Deathjack is dated 360 AR, it is little more than a vague description. What follows is an account dated 365 AR that details a skirmish between mercenaries in the employ of Cygnar and a raiding party of pirates near the ruins of Henge Hold. The battle was interrupted by the arrival of the Deathjack. The mercenaries were members of the Ironhand Guild, and this event may be what began that group's lasting grudge against the terrible construct.

I find it interesting that the Deathjack was encountered near Henge Hold, a ruin with a dark history that stretches back over a thousand years. It is associated with all manner of evil, and its stones were even used by the invading Orgoth to build one of their first strongholds. Although I have no evidence other than this ancient report, I wonder if the Deathjack might have been drawn to Henge Hold and the evil associated with it like a moth is drawn to a candle flame. Perhaps the dire construct's origins lay in a similar area where darkness and death holds sway.

-G.K.

To: Commander Garrett Denby

From: Captain Dayn Arkin

We have encountered and destroyed another pirate raiding party. This is the eighth raid I have dealt with since our contract was established three years ago. I think it fairly obvious that these raids are originating from the islands to the west that make up the Broken Coast, a well-known haven for pirates and other criminal scum. The frequency and organization of these raids has increased in the last five years, and I wonder if perhaps there is more than simple greed and thirst for blood behind them.

The group I dealt with this morning consisted of three-dozen pirates (from two ships) armed with cutlass, pistol, and a smattering of long arms. We outnumbered the raiders, and I had with me a pair of new warjacks on loan from the Ramarck garrison. The raiders stood little chance, and my men and warjacks had them all but routed in short order.

We took virtually no casualties in the first minutes of the battle and did considerable damage to the enemy. Before we could destroy the pirates, however, a horrific, mechanikal abomination came thundering down from the ruins of Henge Hold.

I have never seen anything like this monstrosity. I suppose it resembled a warjack in outward appearance-but only a warjack dreamed up by a lunatic. It was inky black, so black its hull may well have been darkness given tangible form. Its head was crowned with a pair of curling horns, and every inch of its hull bore spikes and barbed chains. Its great twin stacks belched greenish fire into the air, and its entire body glowed with putrescent light.

The nightmare waded into the battle between my men and the raiders. It slaughtered indiscriminately, slashing men on both sides to ribbons with its claws. It also smashed one of my warjacks within a few short seconds. As I organized my men to face this horror, the raiders fled back to their ships.

My men are brave, and although many of them fell beneath the wicked iron claws of this abomination, the survivors fought on. Eventually, our superior numbers and the might of our remaining warjack drove the horrific construct away. It fled to the east, back toward the ruins of Henge Hold. With so many wounded, I did not harry the departing pirates or attempt to follow the fiendish construct. I fear we have not seen the last of the monstrosity, and I shudder think what terrible minds could conceive and manufacture such an abomination.

Captain Dayn Arkin

The Ironhand mercenary company has a long history with the Deathjack, and the great machine has entered into the lore of their order. The Ironhands are specially trained to handle rogue steamjacks and other dangerous constructs, and hunting the Deathjack has become something of a quest to many of their leaders. This animosity toward the Deathjack has been handed down over the centuries from that first encounter over two hundred years ago, and some Ironhand chapter masters take it more seriously than others. The order's records indicate confrontation

with the Deathjack on more than one occasion. As the following report indicates, these meetings usually resulted in the deaths of dozens.

—G.K.

Date: Solesh 3rd, 584 AR

To: Chapter Master Ulther Korrag

From: Captain Turjan Malk

The rumors of the Deathjack near Ironhead were not just idle talk. We found traces of the thing soon after we arrived and began searching for it in the deeper rail tunnels within the mountain. We found the mangled, withered corpses of Rhulic miners and the shattered wreckage of one of their steamjacks within the first hour.

We pressed on deeper, finding more evidence of the Deathjack's passing: more destroyed steamjacks and half a dozen slain Rhulfolk. We continued on until the tunnel turned sharply. The Deathjack was waiting for us when we rounded the corner.

We lost our Nomad in the first few seconds of combat; the Deathjack tore it pieces like it was made of paper. Then it fell on the rest of us, cutting down my men with its great iron claws. Their deaths were awful enough, but watching that thing draw their souls from their bodies and into the glowing green hell of its innards was the most horrifying sight I've ever seen.

I knew we stood no chance without the Nomad, so I ordered a retreat. The dozen of us who remained from our original force of thirty men pulled away, keeping the Deathjack at bay with concentrated fire from our rifles and hand cannons. The weapons seemed to have little effect, and I have no doubt the Deathjack could have slain us to a man, but it let us retreat. Perhaps it was sated from the souls it had already devoured. I don't know, and I don't care, but hunting that thing is sheer folly. I don't give a damn what the chapter master wants; he can continue his bloody crusade on his own. I'm finished chasing monsters in the dark.

Capt. Turjan Malk



Trying to find some rhyme or reason to the Deathjack's movements is an exercise in futility. Its movements are erratic, and it seems to appear at random all across the face of western Immoren. After the destruction of the Ironhand mercenary company in 584 I closely followed its movements, trying to discern some pattern, but I could find nothing. To make matters worse, I uncovered another mysterious element to the Deathjack's roving.

When the Deathjack appears, it often strikes twice in the same region—but at distances far greater than might normally be expected. For example, on Solesh 12th of 599 AR the Deathjack is documented as attacking a merchant caravan in Ceryl. Exactly two days later, it wiped out a trollkin kriel in Midfast. That's a distance of over two hundred and fifty miles across rough terrain. It would take a fleet horse nearly three days to make that journey even if pushed hard. How did the Deathjack cross the same distance in under thirty-six hours?

Another example: On Cinten 1st of 601 AR, the Deathjack destroyed the Red Fist mercenary company northwest of Corvis. Two days later, it wiped out a mining town south of Ironhead. Again, that's a distance of over two hundred miles the Deathjack traveled in two days, except this time it managed to cross the Wyrnwall Mountains in the same amount of time.

How does the Deathjack cross these vast distances in such a short time?

Although the similarities in design may be only superficial, Cryxian helljacks do resemble the Deathjack in outward appearance. This may be simple coincidence, especially considering the Deathjack existed long before the first helljack was seen on the battlefields of western Immoren. But might there be a darker connection? What if Cryxian helljacks are based—even loosely—on the Librum Mekanecrus? If the Deathjack is indeed a product of the Librum Mekanecrus, is it possible that some portion of Cryx's necromechanika is also based on the contents of that blasphemous tome? I think no one can say for certain, especially since the Librum Mekanecrus itself may be nothing more than a myth.

The following document, attained at great cost, does support a link between the Deathjack and some types of Cryxian necromechanika. These designs, which come directly from a Cryxian necrofactorium, describe a type of helljack called a Seether. Of particular interest is the means by which this helljack sustains itself, a mechanism called a "soul drive." Of course, one does not have to stretch the imagination too far to see some link between the Seether's soul drive and the Deathjack's own horrific practice of devouring the souls of its victims.

—G.K.



After 606 AR, tracking the Deathjack's movements becomes much easier. The seemingly random sightings disappear, and the pattern of its appearances becomes precise and organized. The explanation for this is quite simple: it is at this point that the Deathjack begins to serve the dark armies of Cryx.

Although a few scattered reports describe the Deathjack involved in Cryxian attacks in late 606 AR, the first major battle in which it took part was the Battle of the Temple of Garrodh in the Thornwood Forest in 606. I have mentioned this battle in several of my reports, but despite repeated examination it is difficult to determine precisely what transpired there. Whatever the larger stakes of this clash, the renowned Rhulic mercenary Gorten Grundback apparently destroyed the Deathjack while aiding Cygnaran forces under the command of Commander Adept Sebastien Nemo.

I contacted Gorten and asked him to recount his battle with the Deathjack. Always looking for an opportunity to tout the effectiveness of Rhulic machinery and fighting prowess, he was quite willing to comply.

—G.K.

So, you want to know how I laid low the mighty Deathjack, eh? Well, even a monster so terrible as the Deathjack is no match for Rhulic strength and ingenuity. I'm sure you're well aware of how the battle transpired, so I'll spare you most of the details and just get to the juicy bits.

I've battled with Cryx on a number of occasions, and I've wrecked my fair share of helljacks. However, I'll admit to being a little put out when the Deathjack showed up. Sure, everyone's heard of the damn thing in tales told over a flagon. You don't expect the myth itself to walk out of a horde of mechanithralls and start ripping Cygnarans into bite-sized bits.

Obviously, I recovered from the shock right quick and got to work. I don't get paid to stand around and soil my armor. I had one of my old reliable Drillers with me, as stout a jack as you could wish for. I sent it in to soften the Deathjack up a bit, though I couldn't help but fear the monstrosity would tear my expensive and seasoned jack to bits. The Driller did its job, though. It grabbed hold with its grapples and set to work on cracking open the Deathjack's carapace with its drill. Those drills will chew through solid rock like it's wet clay, so even though my poor Driller got torn apart, the Deathjack's hull took a real beating. Losing a jack like that makes a big difference in the profit and loss columns, but I figured I'd be able to get Nemo to reimburse me eventually.

Watching so much carnage to those stalwart Cygnaran boys, and then my own Driller get torn apart, I got a bit aggravated, so I charged forward to exact a little revenge. The Driller had done its work well, and the first blow from Forge Father cracked the Deathjack's carapace like an eggshell, exposing its innards. My second blow smashed its boiler, furnace, and what I assume the bloody thing uses as a cortex. It went down like a pile of scrap metal—another casualty of dwarven battle prowess. Come to think of it, I can't remember if I got my full due back from Cygnar for all that. May have to send their paymaster a reminder.

Gorten Grundback

Of course, we know the Deathjack is not so easily destroyed. It has reportedly been reduced to scrap by the armies of Cygnar, Khador, and the Protectorate of Menoth on numerous occasions, only to appear again. Despite being destroyed this way numerous times, its appearance never changes. The manner of this mechanical resurrection is a complete mystery. One would be tempted to assume the necrotechs of Cryx simply rebuild the Deathjack each time it is destroyed, but it has been cooperating with the Cryx for only a short while. How was it repairing itself in the centuries before this association?

As you would expect, the Deathjack was "reborn" not long after Gorten Grundback destroyed it. It was seen again in 607 AR in the Thornwood as part of the Cryxian forces harassing the Cygnaran First Army as it retreated from Northguard to Corvis.

—G.K.

My research on the Deathjack has been exhaustive, and although its origins still remain a mystery, I have what I think is a credible theory as to when and where it began to cooperate with Cryx. I can state with some certainty that the Deathjack entered the service of Cryx in the latter half of Solesh 605 AR, near the base of the Wyrmswall Mountains north of Highgate.

I arrived at this date and location based on the following evidence. First, there are numerous undocumented sightings of the Deathjack in this area in early Solesh. Second—and most telling—Cygnar has no record of an engagement with Cryxian forces during this time, yet the remains of bonejacks, thralls, and a single necrotech were found in the area. In addition, evidence of a great necromantic ritual was found at the battle site.

I believe a Cryxian force, possibly led by one of their powerful lich lords, confronted the Deathjack and bound it into their service. The particulars of such an undertaking are well beyond my knowledge, but it seems by far the most plausible explanation.

The Deathjack has haunted western Immoren for more than two hundred and fifty years, and it has always been a necromechanical horror of the first order. I shudder to think what it may become under the terrible influence of the lich lords. More frightening still is what the Nightmare Empire may learn from the Deathjack and eventually implement in their abominable creations.

—G.K.

A Privateer Press WARMACHINE: Wrath Battle Report

ENGINES OF WRATH

By Ed Bourelle & Jen Ikuta • Art by Slawomir Maniak & Andrea Uderzo

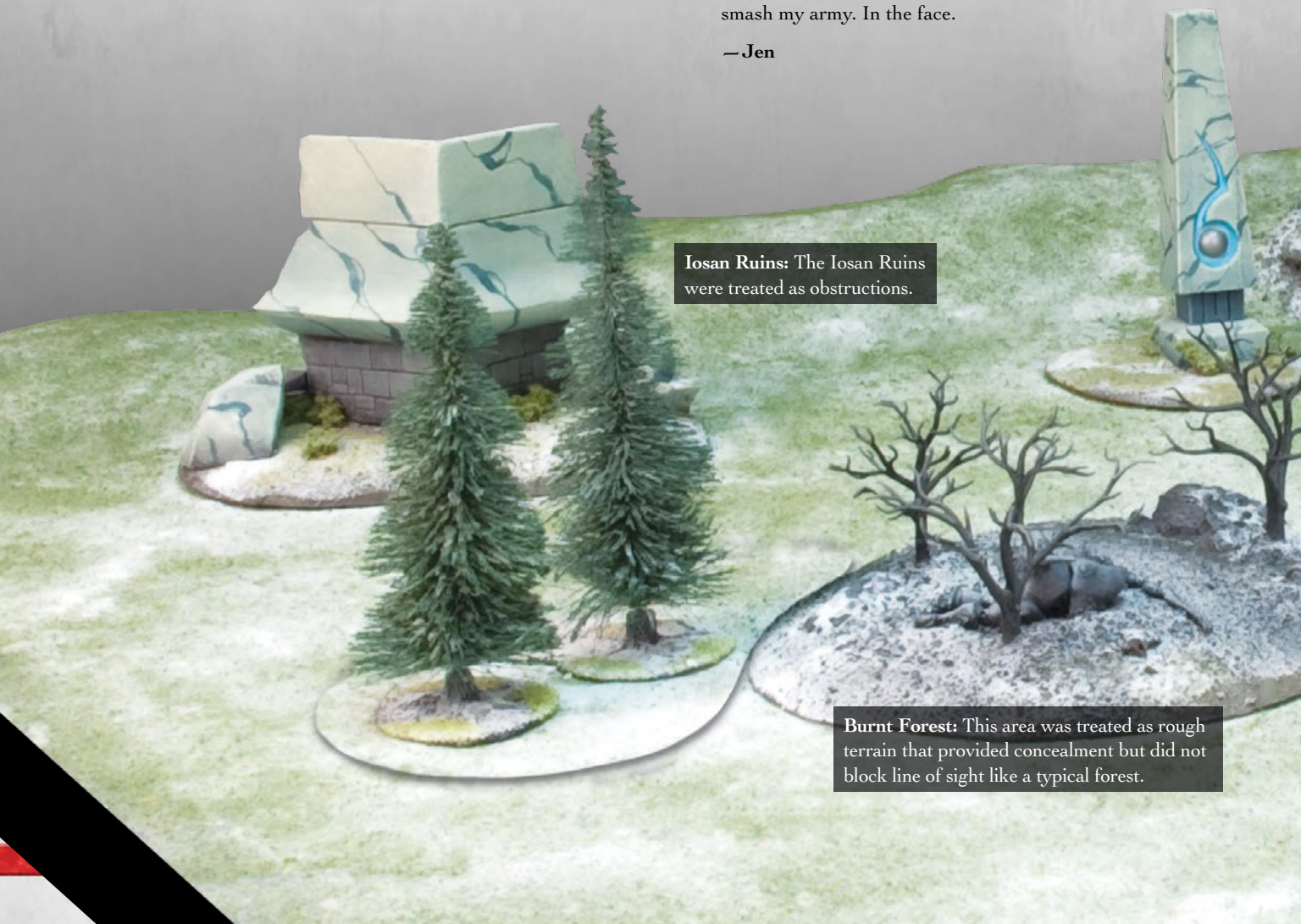
Everyone likes getting new toys. Working at the toy factory doesn't change that. With battle engines marking the introduction of a new model type in *WARMACHINE: Wrath*, a lot of Privateer Press staffers were eager to get their hands on them. In fact, we're all pretty darn excited about the battle engines here at Privateer Press HQ.

The first studio-painted battle engine we saw was Khador's Gun Carriage. It's a thunderous, deceptively fast weapon platform that can smash enemy formations with its heavy guns or trample foes beneath tons of iron and horseflesh. At the opposite end of the spectrum is the Retribution of Scyrah's Arcantrik Force Generator. In contrast to the bold lines of the Gun Carriage, the Arcantrik Force Generator is sleek and aerodynamic, looking for all the world like an elven doomsday weapon.

For our battle engine Battle Report, Privateer Press creative director Ed "The Beast" Bourelle and I fielded 50-point armies so it would be easy to see how these new 120 mm-based monstrosities interacted with existing models. Ed is a tall guy who likes to smash things, so Khador was a fitting choice for him. Kommander Strakhov, who is known for his kommando-like prowess, would lead Ed's forces into battle. On my side of the table, it would be Dawnlord Vyros and a contingent of Dawnguard defending Ios' border.

Ed wanted to play the battle in deep snow and attempted to further his agenda by sprinkling snow flock over the entire board. I politely declined, suggesting more conventional terrain. He might look big and scary, but Ed is a nice guy, and he didn't strong-arm me into playing on a board with silly terrain rules. He did, however, vow to smash my army. In the face.

— Jen



Iosan Ruins: The Iosan Ruins were treated as obstructions.

Burnt Forest: This area was treated as rough terrain that provided concealment but did not block line of sight like a typical forest.

Scenario Rules


This game marked the fourth meeting between Ed and me. Just like the other three times, we opted for straight-up, kill-the-caster carnage. Ed and I like to meet things head-on, so why should it be any different on the battlefield?

The Battlefield

Our skirmish takes place on the border between occupied Llael and Ios. Khadoran interlopers have attempted to establish a forward operating base near some Iosan ruins, an act of trespass that Dawnlord Vyros Nyarr will not tolerate. Kommander Oleg Strakhov leads a force of Assault Kommandos, Widowmakers, Winter Guard Riflemen, a Kodiak, his pet 'jack Torch, and two Gun Carriages into elven lands. Vyros brings the forces of the Dawnguard to bear with Sentinels, Invictors, and Destors. Utilizing resources from the other High Houses, his force also includes Discordia, a House Shyeel Magister, a Griffon light myrmidon, an Arcanist, and an Arcantrik Force Generator.

Although not a reenactment of the battle at Fort Brunzig in *Forces of WARMACHINE: Retribution*, our battle was still a meeting of familiar foes. Vyros claimed victory in his last encounter against Strakhov, but it was not as decisive as he would have liked. My hope, though, was the snow would be littered with Khadoran corpses at the battle's end.

— Jen



Forest: The trees were treated as forests.

Fire Pit: Models passing through the Fire Pit suffered Continuous Effect: Fire.

Retribution of Scyrah – Jen

My love of the Retribution of Scyrah is no secret. I've been collecting and playing the faction since it was released in 2009 at Gen Con. When *No Quarter* editor-in-chief Aeryn Rudel asked if I'd like to face Ed for a Battle Report, I jumped at the chance. When he asked if I'd like to include an Arcantrik Force Generator in my army, I couldn't agree fast enough.

Battle engines bring a different kind of support to your army list. With the Arcantrik Force Generator, you've got a powerful mobile gun platform with some very useful (and fun) abilities. Iosan technology and design is fairly alien compared to the rest of the Iron Kingdoms, which is part of why I dig it.

Dawnlord Vyros is one of my favorite warcasters across all the factions I play, so he was an easy choice when building my army. If the Dawnlord is in play, then so are Dawnguard Sentinels and Dawnguard Invictors. It seemed fitting to include Dawnguard Destors, so they made the cut, too. I don't play cavalry as much as I should, and the Destors bring a lot to the table—most notably Dual Shot and +2 ARM from Unyielding when engaging an enemy model. The Arcanist was there to fix any damaged myrmidons or

feed a focus point to the Sentinels' Griffon.

With the Arcantrik Force Generator being the product of several Iosan High Houses, I wanted to look beyond House Nyarr for my army composition. Including a Magister gave me a solo with solid melee attacks and some great magic abilities, and the thought of running Discordia with Vyros under Bird's Eye was giggle-worthy. ("Do you have line of sight? Um, yeah, always.") Finally, a Chimera would provide an arc node, which could come in handy in the end game if Ed's Khador didn't smash the little myrmidon to bits.





A

Model/Unit	Points
(V) Dawnlord Ugyos +6 warjack points	
(C) Chimera	6
(Di) Discordia	10
(A) Arcantrik Force Generator	10
(D) Dawnguard Destors (3)	7
(I) Dawnguard Invictors (6)	6
Dawnguard Invictor Officer & Standard	2
(S) Dawnguard Sentinels (6)	6
Dawnguard Sentinel Officer & Standard	2
(G) Griffon	4
(A) Arcanist	1
(M) House Shyeel Magister	2
Total	50



(Di)

(C)

(D)

(S)

Khador – Ed

Khador was the first WARMACHINE faction that caught my eye. Although I eventually settled on Cryx as my go-to faction, I've been a steady Khador player over the years. In fact, this is my second Battle Report playing Khador against the Retribution of Scyrah. Since we wanted this Battle Report to cover battle engines, I went all-in and took two gun carriages—the maximum I could field at this encounter level.

I chose Kommander Strakhov to lead the army because he is a versatile warcaster who works well with a balance of warjacks, troopers, and battle engines. Sentry on a Gun Carriage would really make Jen think about what she moved into range during her turns, and Overrun and Superiority are fantastic for his battlegroup. To capitalize on Strakhov's other abilities, I chose to use Torch and Assault Kommandos with a full trio of Flame Throwers. To round out Strakhov's battlegroup, I went with a Kodiak,

which is one of my favorite Khadoran warjacks.

Along with the Assault Kommandos, I selected a unit of Widowmakers and a minimum unit of Winter Guard Rifle Corps to give me plenty of long-range options early in the battle.





Model/Unit	Points
S Kommander Strakhov +6 warjack points	
K Kodiak	8
T Torch	10
GC Gun Carriage	9
GC Gun Carriage	9
A Assault Kommandos (Full)	8
F Assault Kommando Flame Throwers (3)	3
W Widowmakers	4
R Winter Guard Rifle Corps (6)	5
Total	50



Deployment

Khador – Ed

I set my Gun Carriages out first due to the Battle Engine pre-deployment rule. Gun Carriage No. 1 went slightly left of center to take a head-on approach. I placed Gun Carriage No. 2 on the far right hoping to make the best of its speed and ability to ignore rough terrain to sweep around the flank.

After giving Jen a moment to deploy her battle engine, the rest of my deployment was fairly standard, with the

battlegroup at the center and troopers to the right and left. I made sure to place the Assault Kommandos in line to cross the fire pit since they had Immunity: Fire.

The placement of the Widowmakers during advance deployment would allow them to make a beeline to the forest in front of Jen's forces, where she wouldn't be able to strike on her first turn without over-committing.

Retribution of Scyrah – Jen

I won the roll but opted to go second. With the way terrain was placed, I wanted to see where Ed pre-deployed his two (two!!) Gun Carriages. I also wanted to make sure my Destors could charge valiantly into battle with support from the Sentinels and Invictors.

I put the Destors on the left flank with the Sentinels behind them. The 'Jack-Marshaled Griffon was within command range of the Sentinel officer in the front row with the Magister. The Chimera and Discordia lined up behind them, and Vyros tucked in behind his battlegroup. The Invictors deployed in front of the Arcantrik Force Generator, as I made sure to leave enough room for them when I pre-deployed the battle engine.



Round 1

Khador – Ed

My first turns are fairly predictable—get up the field and into my opponent's face. With that in mind, I allocated 1 focus to Torch and kept the remaining 5 on Strakhov.

As intended, I had the Widowmakers hoof it toward the forest that separated Jen's force from mine. From this relatively safe location, they could easily move into the protection of the forest on their next turn and still shoot.

My right hand Gun Carriage ran across part of the gully coming in from the edge of the board. With the Gun Carriage's speed, I could easily be in a flanking position on

my second turn. I also had the Winter Guard Rifle Corps and Torch run ahead, followed by the Assault Kommandos who ran through the fire pit without fear.

On Strakhov's activation, he used all his focus to cast Sentry on the un-activated Gun Carriage and Superiority on the Kodiak before advancing. I then ran the remaining battle engine forward to a point where there was no way Sentry wasn't going off unless Jen gave it a wide berth. Lastly, the Kodiak ran into position without need of focus thanks to its Heavy Boiler.

Retribution of Scyrah – Jen

Ed spent his turn running his army forward. He put Sentry on Gun Carriage No. 1, which is something I should have remembered but of course didn't.

With Gun Carriage No. 1 so far forward, we were guaranteed to have ugly things happen in the top of Round 2, but I wanted to chip the paint on that battle engine. Put a bright red, horse-drawn vehicle in the middle of a battlefield and it's gonna get shot—at least it better! It was just a matter of maximizing the amount of carnage I could deliver during my turn. Vyros allocated 1 focus to Discordia and we were ready to rock.

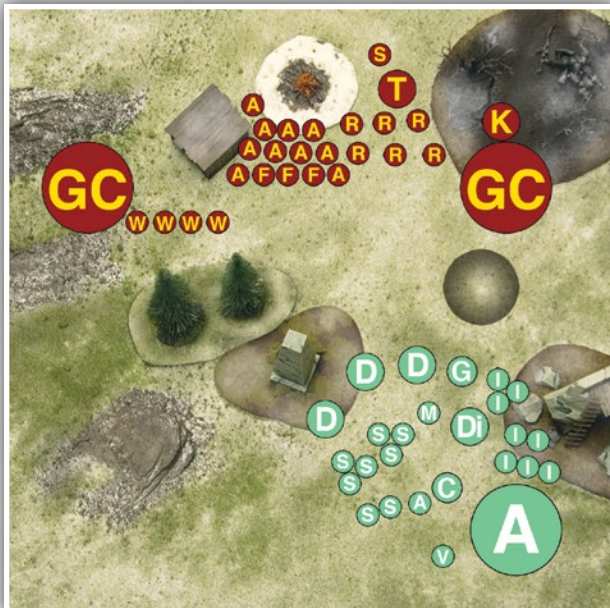
I really wanted to get the Destors into the thick of it. The Khadorans must be punished and the Destors were ready to bring the pain. Sentinels ran behind the cavalry, weapon master-y murder in their eyes with Gun Carriage No. 1 tantalizingly close. A successful drive check meant the Griffon got an extra full advance with Pronto. The Magister advanced and the Invictors ran in the hopes of having something to shoot during my second turn. The Arcanist made a full advance.

Showtime.

Having played with battle engines just a few times, I was eager to see what kind of damage the Arcantrik Force Generator could do to Gun Carriage No. 1. It could have stayed put, but a fight's no fun if things get left behind. The Force Generator made a full advance, and I decided Blasted Earth would be the best ammo type to pick for the opening salvo. The Teleforce Cannon easily hit the Khadoran battle engine. The POW 16, AOE 4 shot tagged the Gun Carriage for 7 points of damage. First blood was mine!

The Griffon advanced to the front lines and was targeted by a Sentry shot from Gun Carriage No. 1. The shot missed, but it left a 4" AOE of rough terrain in my ranks. The rough terrain was annoying but not impossible to handle. Discordia ran and the Chimera advanced. I activated Vyros last, and he cast Inviolable Resolve on the Destors because ARM 19 cavalry is funny.

I had a bad feeling about what Ed had in store for his turn.



Round 2

Khador – Ed

My Gun Carriage has a new paint job!

In the maintenance phase, Strakhov upkeep Superiority and allocated 1 focus to Torch, keeping the rest for himself.

I needed to reduce the number of Weapon Masters that would be charging me next turn. First up, the Widowmakers, handily shot down four Dawnguard Sentinels thanks to their Sniper ability. I trampled the flanking Gun Carriage forward to grab the extra 3" of movement and fired off my two cannon shots at the Destors. The first missed its mark but created some protective rough terrain, and the second shot blew one of the riders and his mount to bits. The rifleman atop the carriage took a shot as well and missed by a large margin. The center Gun Carriage charged forward with the Griffon as its target. Since it has the Cavalry rule, I was able to make an impact attack against the neighboring Destor. Unfortunately, I missed the Destor and the charge only managed to put 2 points onto the Griffon's Field, but it did knock the light myrmidon down. But wait, I still had guns! The first cannon shot

smashed into Discordia, knocking some points off the Field and leaving her in rough terrain. The second shot went into the Chimera, taking a good chunk out of its Field. The shot also killed the nearby Arcanist and added even more rough terrain. As with the other Gun Carriage, the rifleman missed his shot—apparently, it's not easy to shoot from a battle engine that charges into a warjack and fires off two cannons. He will need to adjust for a little more than Llaelese windage in the future.

The Assault Kommandos marched forward into Shield Wall and threw out a combination of strangle gas and carbine rounds that amounted to a lot of hits but only 2 points of damage on the remaining Destors.

Both warjacks ran into position for a potential charge next turn, and the Rifle Corps followed suit on the left side.

Strakhov advance and cast Occultation on himself and Sentry on the central Gun Carriage. It was time to absorb the Retribution charge.



Retribution of Scyrah – Jen

Ed used his Widowmakers to snipe four of my Sentinels. While I don't like seeing Weapon Masters murdered with such ease, the prospect of Vengeance triggering during my turn was pretty amusing. I have to admit, there are moments when it's fun to watch your own models get smashed, and this was one of them.

Here's a really good example of what's known as the "my-side-of-the-table" rule. If it's on my side, it's great. If it's on your side, I don't like it, and I need to get rid of it as quickly as possible. The Gun Carriage can make impact attacks. It can trample. It can shoot even if it impacts or tramples. Finally, it's powerful Khadoran warhorses can pull the big metal behemoth at SPD 7; they also kick really, really hard and knock down anything they hit.

There was a lot of rough terrain on the board when my turn started. Thankfully, Vyros has a way to deal with it. The fire didn't go out on Destor B, and it took a point of damage. The remaining Sentinels used their Vengeance move to get in position to charge Gun Carriage No. 1.

Playing Protectorate of Menoth—particularly Amon Ad-Raza—has taught me the importance of proper order of operations. In order for Discordia to get where I needed

it to be, I needed Pathfinder. I activated Vyros first, cast Mobility, and popped his feat. In a target-rich environment, I would be able to neutralize enough of Ed's models to allocate focus to Discordia and the Chimera.

Like many Retribution players, I've been eager to put Destors on the board and see how well they destroy things. They weathered the Assault Kommando storm like champs; now it was time for payback. With one Destor already burning, it really didn't matter if the second one burned—at least, not to me. Destor A led the charge, targeting an Assault Kommando in the front row. Flame Thrower No. 1 found out what it means to smile like a doughnut and ate a POW 10 hoof, blowing up in a Fiery Blast for a 5" AOE. Destor A burned while the mount made a second impact attack, sending Flame Thrower No. 2 to Urcaen. Sadly, the charge attack did no damage. Destor B ended a Kommando with an impact attack, missed on the second impact, and then dropped Flame Thrower No. 3 with the charge attack. The rest of my army was relatively safe from fire for now. Thanks to Perfect Execution, 1 focus went to Discordia courtesy of the squished Kommando.



Retribution of Scyrah – Jen



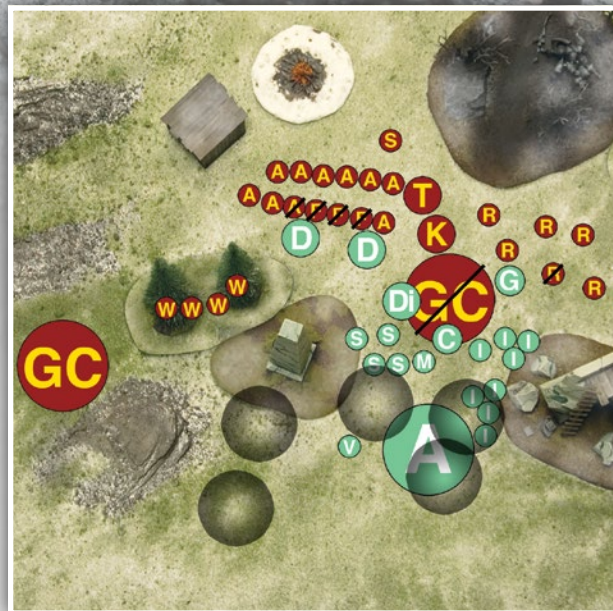
Now it was time to beat on Gun Carriage No. 1. The Griffon stood up and attacked with its halberd, hitting easily. I used the 'Jack Marshal ability to boost damage, and with a mighty swing there was 8 points of damage on the battle engine. Not bad from a 4-point light myrmidon. The bad news: Sentry triggered again. Nothing died, but I was left with yet another 4" AOE of rough terrain to deal with. At least my warjacks had Pathfinder.

Gun Carriage No. 1 needed to go, plain and simple. I couldn't have Ed dropping 4" AOE's every turn on my army, and the thought of it trampling up to my castle made me queasy. With 15 points of damage marked off, a Sentinel charge should be just enough to wreck it.

In the interest of full disclosure, Dawnguard Sentinels just might be my favorite unit in the game. I own three units of them and two unit attachments. Weapon Masters with Reach, Defensive Line, a UA that grants Vengeance, and the ability to 'Jack Marshal—I wasn't surprised Ed killed half of them the turn before. A quick drive check from the Sentinel officer got the Griffon to make a full advance, clearing a charge lane to the Gun Carriage. Sentinel No. 1 did 3 points of damage, and then the officer avenged his fallen Dawnguard brethren, cleaving the Gun Carriage for 7 points and reducing it to a giant pile of scrap metal. Discordia was allocated its second point of focus.

Eager to get into the fray, the Invictors advanced and triggered Extended Fire. Two of them combined on a Winter Guard Rifleman, sending a third focus point to Discordia. A five-man CRA against the Kodiak pinged it for 4 points.

Just three models left to activate for my half of the round: Discordia, the Arcantrik Force Generator, and the Chimera. I had done a lot of thinking about Discordia and Vyros before our matchup. A POW 14 SP 10 that ignores LOS is pretty amusing, and it was time to put that theory into practice. As it turns out, it makes opposing warcasters really, really cranky. Thanks to Pathfinder, Discordia advanced



over the rough terrain and set its sights on Strakhov. An Assault Kommando was spared being hit by the Sonic Pulse Cannon, but Ed's caster wasn't so lucky. A boosted attack roll ensured Discordia could hit DEF 15, and a boosted POW 14 damage roll tagged Strakhov for 11 damage.

The Arcantrik Force Generator had a number of choice targets in range. I wanted to move it forward to help position it for the next turn. With Occultation on Strakhov, the juiciest target was within range, but couldn't be targeted. That left Kodiak or Torch, and since I couldn't target Strakhov, I went after his pet 'jack. The Arcantrik Force Generator has three different ammo types, and I opted for Blasted Earth. Average rolls meant I'd be able to put a few points on Torch with the Teleforce Cannon up to POW 16, and I was happy to inflict 6 points. Blast damage from the 4" AOE didn't damage the nearest Assault Kommando due to Shield Wall, and I couldn't get past the Kodiak's armor.

To end my turn, I advanced the Chimera, getting it into position to arc spells into the bad guys.

Round 3

Khador – Ed

I had hoped my Sentry shot would create enough rough terrain to stop the oncoming Sentinels from charging, but their Vengeance move got them closer than I had anticipated. I should have shot that damn officer. I was more saddened by the loss of the Gun Carriage than the crippling damage to my caster. That said, Discordia would pay.

Kodiaks are probably my favorite Khadoran warjack. They are always rock stars in my games, and it should come as no surprise to anyone (Jen especially) that I upkept Superiority once again. One more focus on the Kodiak and 2 for Torch left Strakhov with 2 for himself.

With that done, I opted to activate Strakhov right away. The warcaster advanced and unleashed his feat, Iron Fist. I had a partially formed plan that required Discordia to be closer to Vyros, so I hit the myrmidon with Battering Ram to push it back 3". Before wrapping up his activation, Strakhov chucked a cinder bomb into a nearby Destor but failed to do damage.

The Kodiak then moved in, putting two solid hits on Discordia and triggering Chain Attack: Grab & Smash. I decided to do a two handed throw, hit Discordia, and after winning the STR check, I boosted the attack roll to hit Vyros with the flying myrmidon. Boxcars on the damage

against Discordia left it severely wounded and put Vyros on his face but failed to do collateral damage.

Torch charged in on the Chimera and did some serious damage with the Rip Saw and Spiked Fist. Thanks to Virtuoso and Gunfighter, I incinerated the Sentinel Officer with the Flamethrower (better late than never—goodbye Vengeance) and finished wrecking the Chimera by buying another sustained attack with the Rip Saw.

Following the glorious brutality of the two heavy warjacks, the Assault Kommandos failed to impress when executing the Assault & Battery order. The effects were minimal. I didn't feel like anyone had been assaulted. No one was battered. The Rifle Corps also failed to do much more than inflict a single point of damage on the Dawn Guard Invictor Officer. I needed something big to cheer me up.

I activated the remaining Gun Carriage and trampled it forward once more, positioning it so both fields of fire crossed Discordia's base. Two cannon shots on the knocked down warjack blew both its arms off and the rifleman knocked out the myrmidon's movement. To finish Discordia off, I moved the Widowmakers into position and sniped off the last 4 wounds. Vyros was now without myrmidons.



Retribution of Scyrah – Jen

Ed's turn eliminated some of the tools in my toolbox, but Vyros & Co. were far from out of the fight. I still had two Destors, the battle engine, a Griffon, and a healthy number of Invictors. The Magister was untouched and Vyros was at full health, though he was more than a little concerned about the proximity of Gun Carriage No. 2 to his rear arc.

Time to roll for fire. Destor A went out, Destor B was still “feeling the burn” and took a point of damage. Vyros spent 1 focus to upkeep Inviolable Resolve and kept the rest. The big question: How to kill Strakhov?

The thing about the Retribution is there's a lot of that eye-for-an-eye revenge sort of vibe with the faction. Bearing that in mind, it was only right the Destors would seek revenge against those who set them ablaze. One of my favorite unit abilities is Dual Shot—stand still to get the aiming bonus and you get two shots with the lance cannon. Gunfighter meant the Destors were shooting the Assault Kommandos that had Assaulted and Battered them. At an effective RAT 8, Destors A and B had no trouble hitting their targets. Without the extra armor from Shield Wall to save them, POW 12 shots blew four Kommandos out of their boots. Strakhov would be writing some letters home.

Not wanting to be left out, the last Sentinel charged the Kodiak — after all, the 'jack had chucked Discordia onto the

Dawnlord's head and aided in the destruction of Rahn's pet myrmidon. A mighty swing of the great sword did 5 points of damage, not a lot in the grand scheme of things but still satisfying. The Magister advanced and engaged Torch, hitting with a Combo Smite.

It was time to kill or be killed. Vyros faced the possibility of being charged by Gun Carriage No. 2. Besides an impact attack, two bombard shots, and a Rifleman shot, he'd be knocked down and damaged. Factor in a Kodiak within striking distance and Torch too close for comfort, and my chances for beating Ed again were severely hampered. Both jacks were engaged and relatively untouched; free strikes would do little to stop them.

I really wanted to see what else the Arcantrik Force Generator could do. Standing still to get the aiming bonus would also grant it Range Booster, and +2 RNG is nice anyway you look at it (clearly a “my-side-of-the-table” rule issue, as I know Ed disagreed). Strakhov was well within range, and I opted to use Rapid Fire for the ammo type. I rolled a 2 on my d3+1, so Strakhov would be facing three POW 14 shots. With an effective RAT 9 from the aiming bonus, I needed to roll 6 or better on 2d6 to hit the warcaster’s DEF 15.

First shot: On the mark. With Strakhov at ARM 16, there was potential for a lot of damage from the battle engine's first shot. Strakhov was still smarting from being blasted for 11 damage by Discordia back in Turn 2. Rolling an 8 would kill him, but I wasn't that lucky. I rolled a 6 on 2d6. Strakhov was still alive.

Second shot: This one didn't just miss; it missed horribly. Strakhov was still alive.

Third shot: This was to send the god slayers back to the frozen north. More importantly, it would be my third victory against Ed in four games. I rolled another 6 on 2d6, exactly what I needed to hit. For damage, it came up a 5, one more point than I needed for the caster kill. Strakhov was dead. Doomsday weapon for the win!



Conclusion

Retribution of Scyrah – Jen

When I built my list, I was trying to get as close to a Vyros Theme Force as I could because it's an army with which I'm pretty familiar. What became apparent as I was packing up my models after the game was how durable the Dawnguard are. Fielded with Vyros, Sentinels and Invictors have access to ARM 19 thanks to Defensive Line and Inviolable Resolve. Destors can get to ARM 19 easily as well, and adding Inviolable Resolve to get them to ARM 21 makes me smile just thinking about it.

I'm eager to include heavy cavalry models in more of my lists. There's something oddly liberating about fast-moving, hard-hitting models that can secure a flank and force your opponent to deal with them. Destors are fantastic because of their ability to damage hard targets on the charge and deal with infantry swarms that engage them. I had forgotten how enjoyable Dual Shot was; coupled with Gunfighter, it's fantastic.

The battle engine performed how I expected it to: solid ranged support and crowd control abilities with Blasted Earth and Rapid Fire. Yes, there is a third ammo type that I didn't use, and it's definitely the kind of thing Retribution players will appreciate. The "my-side-of-the-table" rule will be in full effect. Range Booster is a neat ability, and it brings good support to ranged myrmidons. In bigger games, I can see the merits of fielding two Arcantrik Force Generators. Many models in WARMACHINE and HORDES seem to work well in pairs and battle engines are no different.

With Vyros leading my army, the Arcantrik Force Generator filled a needed spot in a combined arms force. I felt pretty good with a minimum unit of Invictors knowing the battle engine could produce a decent amount of firepower. At ARM 19, it could take a bit of a beating, and it had enough damage boxes to avoid the dreaded one shot, one kill.

Thinking ahead to what I might field in the future, a caster like Ravyn can make the Arcantrik Force Generator reach

out and touch someone with Snipe and Range Booster. Casters like Garryth or Rahn can cast placement spells that would extend the battle engine's threat range.

Even though my army faced two battle engines, I didn't feel that Ed's army was overpowered or that I'd be overwhelmed because I had only fielded one. Honestly, I was more concerned with the fact that I had a good record against Ed, and he'd be looking to even the score. It just means I'll have to stay on my toes for the next time he challenges me to a game!

Khador – Ed

Oh, yeah, there's an Arcantrik Force Generator right there.

It was good game, but in hindsight I should have focused less on insulting Vyros with a tossed warjack and more on protecting Strakhov. Simply upkeeping Occultation instead of casting Battering Ram would likely have been enough, so long as I unleashed the Kodiak on Discordia in full force.

One of the things I frequently underestimate is the armor on all the Dawnguard units. The Gun Carriages throw out big AOE's, but POW 7 blast damage isn't enough to do the trick. Still, the rough terrain you can throw down can be a big benefit against an enemy lacking a way to ignore it. I should have taken a unit with a higher damage output like Doom Reavers or Iron Fang Pikemen, just a little something to balance my force a bit more.

The Gun Carriages performed well. There are so many things they can do in a single activation, and I really want to try impact attacking some lighter cavalry models. As of this game, I don't have them in my personal Khador army, although when I do, I guarantee I will have a pair. Certainly, I will run them with Strakhov again, and I get giddy when I think about running them with other casters like the Butcher or Vlad, The Dark Prince.



M&P

MODELING & PAINTING

It is often said that a picture is worth a thousand words, so what better way to show off the fruits of your painting labors than through a photograph? Taking good photos of miniatures is not hard, despite the fact most cameras are not intended for such small subjects. With a few of the following tips, you can improve your miniature photography skills and let your painting speak for itself.

The following article is not intended for any particular type of camera nor does it include specific camera settings or instructions. The myriad combinations of cameras and available space for photographic endeavors make it almost impossible to prescribe a "perfect" way to take your pictures. The following tips describe how to take gallery or "glamour" shots. However, with a little adaptation, they can also help you shoot on terrain.

PICTURE PERFECT

By Stuart Spengler



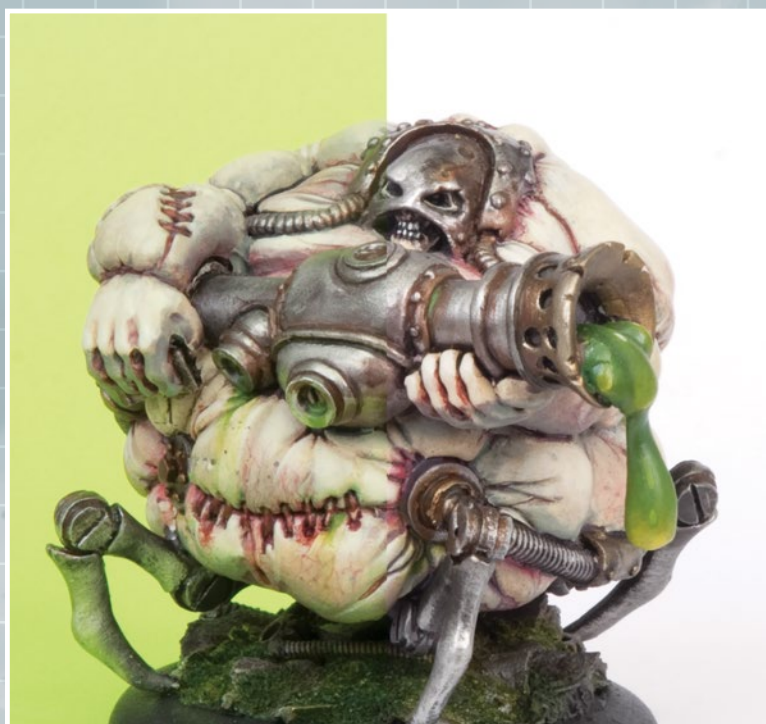
LIGHT

Perhaps the most important consideration when taking pictures is to determine what light is available to you. Generally, you want as much light as you can get. If the best light is coming through a window, your photography will be limited in both location and time of day. Unless you have a severe lack of indoor lighting, good lighting can be had with just a couple of desk lamps. Depending on the lights you are using, you might want to remove any diffusing shades from your lamps. Also, a higher-watt bulb will create a brighter light, which can help light your figure for a good shot. You want to have at least two lights at around 45 on either side of what you are shooting. That way, you will have good, even lighting on your figure, and you won't get harsh shadows obscuring the details. Keep in mind you might have to alter your set-up if the figure has especially deep areas, like cloaks or the chest area on stooped-over poses. In cases such as these, light the figure from underneath, which might require you to lower the lights, raise the figure, or get an additional light.

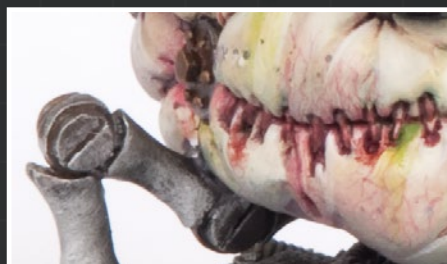
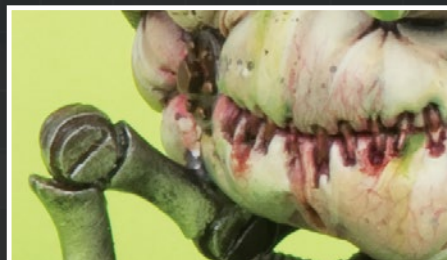


BACKDROP

A good backdrop can be just as important as the lighting for your photos. Ideally, a clean white, light blue, or grey backdrop is better than something like a vibrant shade of yellow or red. Since you have a large amount of light going into the backdrop, it is reflected back to the camera tinted by the color of the backdrop. That massive shift in color can easily throw off your figure's true colors. If your camera has a white balance setting, you can use it to measure the white value of the backdrop and lighting. As long as you don't radically change the lighting, backdrop, or distances from which you are shooting, the camera will do the work and ensure the colors stay accurate. Making a good backdrop can be as easy as taping a sheet of blank paper to a wall that allows it to droop in a J-shape. This shape is important, as it eliminates a horizon line that might distract an autofocus. You may need to tape multiple sheets together to accommodate the size of your figure, but you can get good shots with this simple backdrop. Keep in mind you want to use blank sheets of paper, as printing on the other side could potentially show through, especially if you have large amounts of light in your set-up.



The color of your backdrop can easily change the overall color of your model.



TRIPOD & TIMER

If you have a tripod for your camera, use it. Anything you can do to make the camera more stable while you are taking the shot can greatly increase the quality of your photos. If you don't have a tripod or the camera isn't designed to use one, a stack of books, a solid box, or anything that provides a stable platform to shoot from can work.

If your camera has a timer or remote available, you should use that as well. You want your camera to be as stationary as possible when the shutter is open. With a remote, you can take your shot without physically touching the camera. Due to the scale of subject you are shooting, even small, subtle shifts can make the end result blurry. If you have to touch the camera when it takes the photo, pressing the shutter in a slow, smooth motion is best. A good way to cut down on unnecessary motion is to use the shooting technique of pulling the trigger on the exhale or after you have fully exhaled but before inhaling. The less motion you have in your body the better your shots will come out.

COMPOSITION

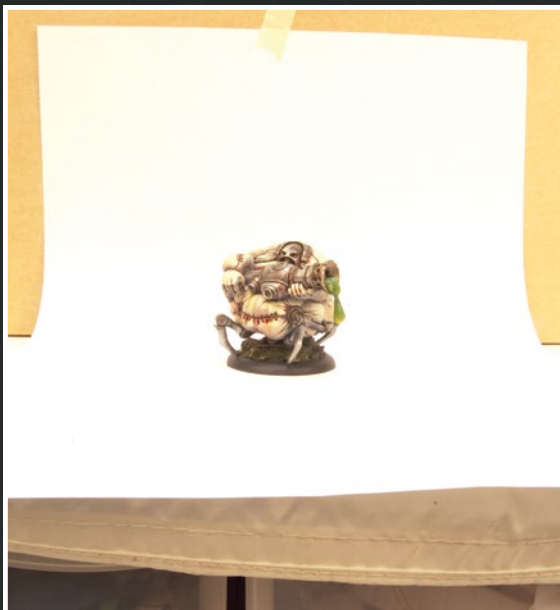
Try and set the shot so the only thing the camera is shooting are your figure(s) and the backdrop. Having extraneous filler can confuse an auto-focus or color sensor and could potentially throw off color balance. When you are setting up your shot, try and place your focus as centrally as possible. If it is an overall shot of the entire figure, the top and bottom of the figure should have a roughly equal amount of space between them and the edge of the frame. There should also be an equal amount of space on the left and right.

If you are trying for a detail shot of a head or an extremity, place your focus on the subject as centrally as possible. The camera lens is designed to focus in the center rather than the edges. Sometimes you can get odd distortions along the edges due to the way the lens bends the light into the camera's shutter. Also, try and have your subject fill as much of the area as possible. There will be limits on how close the figure can get to the lens and still be in focus, but as big as you can get should be the goal. Any empty space around your subject could have been used to show more of your figure. If nothing else, you can

reduce the size of a large picture to a smaller one and have it still turn out well. However, if your picture starts small, it will be stuck at the size it was taken.

EXPERIMENT

If your camera has a macro setting, that's a good place to start. The macro mode is intended for shooting things closer than your average candid portrait. Even without a specific mode, most point-and-shoot cameras should pick up your subject and focus in on it. That is part of the reason why you want to shoot on the clean backdrop rather than whatever is handy. Since lower-end cameras weren't designed for close-in shots, you want to do everything you can to trick the camera into thinking it is taking a full-size picture rather than one of a miniature. Also, unless you are still shooting on film, don't be afraid to experiment and just shoot with different combinations of settings, distances, and lighting. It might take a little while to dial in the sweet spot for your camera's focus, and even then, the setting you use for a single miniature may not work for a unit.



TERRAIN BUILDING

PROTECTORATE TEMPLE

By John Salmond

This Menite temple is a great set piece for any table and is a wonderful backdrop to a battle featuring the Protectorate of Menoth. This tutorial will take you through the process of building the temple step-by-step so your own battles will be blessed by the grace of Menoth and your enemies cleansed by his holy flames.

WHAT YOU'LL NEED

Materials

1/4" foam core
poster board

Basswood

Cardstock

Carving clay

Cereal box

Cutting board

Formula P3 Hobby Knife

Formula P3

Mixing Medium

Formula P3 Sculpting Set

Formula P3 Super Glue

Plastic half-domes

Pallet knife

Sandpaper (220 grit)

Sheet styrene

Stickpins

Two-part resin

Two-part RTV
molding material

White glue

Wood filler putty

Formula P3 Paint

■ Arcane Blue

■ Beaten Purple

■ Bloodstone

■ Bootstrap Leather

■ Brass Balls

■ Brown Ink

■ Cold Steel

■ Menoth White Base

■ Menoth White
Highlight

■ Morrow White

■ Pig Iron

■ Rhulic Gold

■ Sanguine Base

■ Thamar Black

■ Thrall Flesh



ASSEMBLING THE BUILDINGS



1) Start by creating the blank structures of the three buildings. Use foam core poster board for the base construction. Cut the edges with a hobby knife and use a metal ruler as a guide. After cutting the pieces out, assemble them by adhering the pieces together with white glue. Use stickpins to hold the pieces together as the glue dries. Using stickpins is okay because the exterior of the buildings will be covered with wood filler putty to create a stucco-like texture.

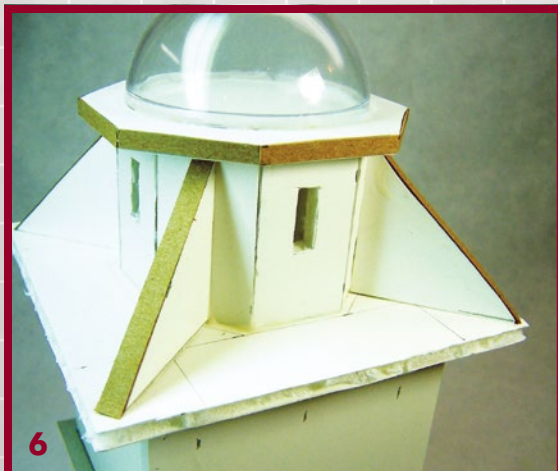
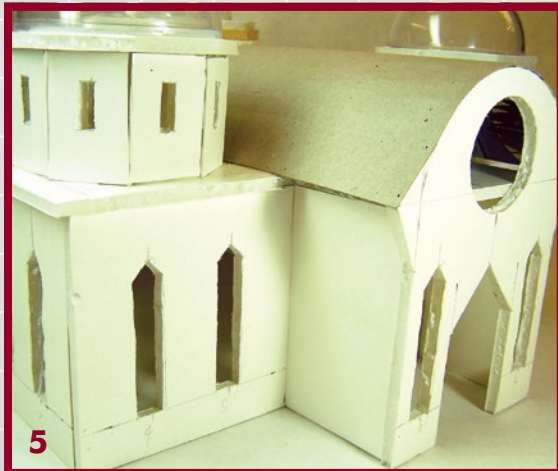
2) To make the octagon-shaped towers of the building, make a stencil of the size needed, and trace it on the top of the structure where the tower will be. When creating the octagon walls, it is important to bevel the inside edges of the wall at a forty-five-degree angle. Beveling the interior edge ensures the walls fit together easily with tight joins on the outside. Use the traced octagon to make sure your walls are in the correct location. For the large metal portion of the church roof, make sure you build an under-structure to support the roof.

3) Add the plastic domes to the top of the towers with super glue.

4) Cut out the large metal portion of the church roof from a cereal box and glue it in place.

5) Now, cut holes for the remaining windows and doors from the constructed buildings. Keep all of the pieces that are cut out, as these will be needed later for the windows and doors.

6) To create the building's metal framing, cut out thin strips of card about 1/4" wide and glue the strips to the building along the edges of the roof and corners. Finish off the metal strips by adding rivets.



MASS PRODUCING THE WINDOWS

1) To create lots of detailed window frames, it is beneficial to make a mold and cast the frames in resin. Build the windows using styrene strips. Assemble the pieces and glue them directly onto a sheet of styrene card. This forms the bottom of your mold box. It helps if you draw the pattern of the window on the sheet of styrene and use that as a guide when building the windows.

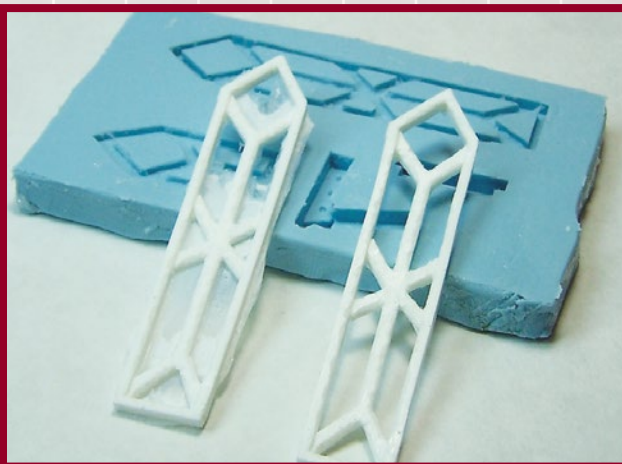
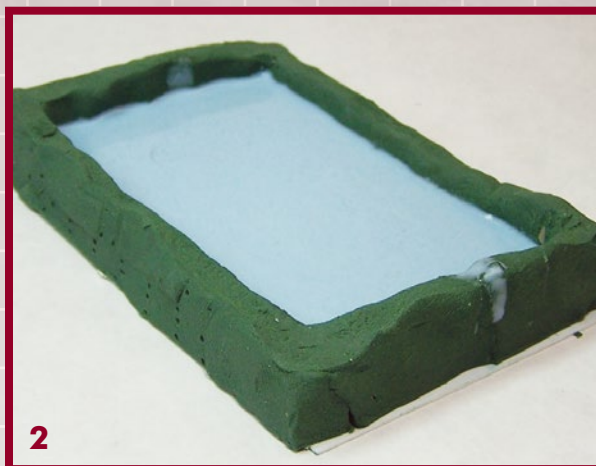
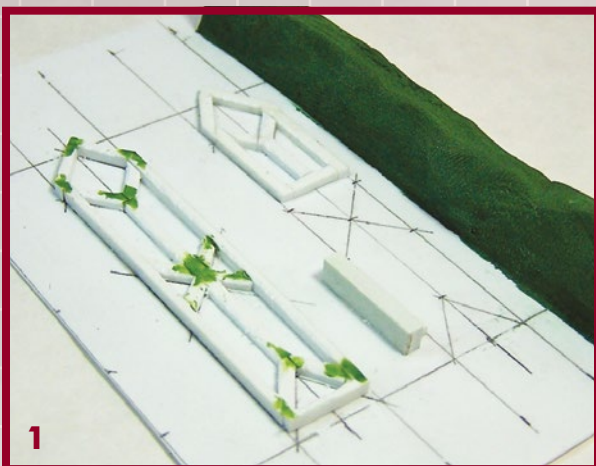
2) After creating the window frames, use clay to make a barrier around the edge. With the barrier complete, mix a two-part silicone RTV molding material and pour it over the window parts. Pour a thin layer at first and then blow the material around to remove any bubbles that may have formed.

After this, pour the remaining material over the parts until it is thick enough for the mold. A depth of about 1 inch deep should be sufficient. The silicone needs to dry over night.

3) When the mold is complete, you can use a two-part resin to cast multiple window frames.

4) On the smaller building, glue the window frames to the cut-out portion of the windows. Then, insert the window assembly back into the building and push it in flush with the exterior of the building. Glue these pieces in place with super glue.

5) To create the frame for the main window on the large church, cut out a strip of styrene and glue it in place with super glue.



DETAILING THE LARGE DOORS

Cut out the patterns for the large Menofixes from 1/8" sheet styrene. Then, press the stencil into carving clay to make an impression of the symbol. After that, use a carving tool with a rounded end to dimple in some rivets on the impression. Next, mix up some two-part resin and pour it into the clay impression. After it dries, remove it from the clay and clean up the resin casting.

Cut the Menofix piece down the center so you can glue one half on either side of the door.



PLASTER TEXTURE

Create the plaster texture on the walls by applying wood filler putty and smoothing it out with a painting pallet knife. It is important to keep the layer as thin as possible. This can be done before the window strips are applied to achieve a clean look. Applying the putty after the details have been added is more difficult but creates the appearance of a building that has had a façade added after its construction.

After you have finished applying all of the putty, you need to sand the putty lightly with 220-grit sandpaper. Make sure you remove all the dust from the structures. The building on the left has not been sanded.

PAINTING THE BUILDINGS

1) When applying the primer I prefer white, but you can also use black primer. The choice of primer dictates the method of painting: drybrushing up from a dark undertone or using more washes to shade the recessed areas.

Basecoat the buildings with Menoth White Base. Water the paint down just a bit so it goes on smoothly. This is important because it is easier to see brush strokes on large flat surfaces.

2) Next, apply a thin wash of 50/50 Brown Ink and water. After that, drybrush Menoth White Base back over the top of the buildings to reclaim the base color.

3) Drybrush Menoth White Highlight over the plaster areas. Apply lightly at first and build it up if needed. The final step is to drybrush Morrow White on leading edges and areas you wish to highlight or add contrast.

4) Since people live in these buildings, they would be maintained to a certain degree. Keep the weathering to a minimum. Weathering can be achieved by applying streaks of watered-down grays and browns.

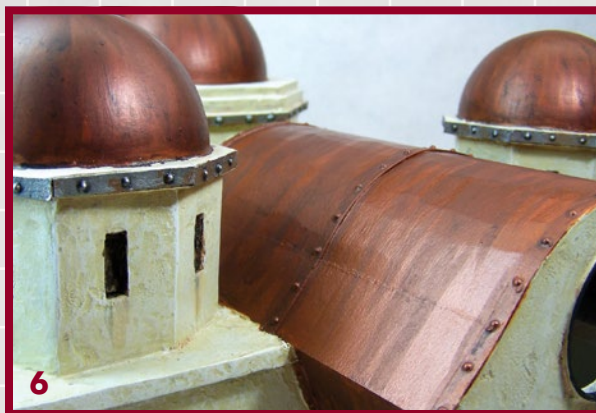
5) Paint the metal trim with Pig Iron.

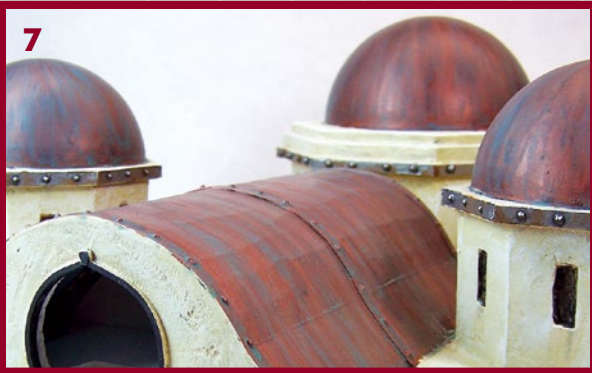
After painting the metal, apply Armor Wash just around the rivets to add some shading. Drybrush a mix of Bloodstone and Bootstrap Leather on to the metal parts to create rust. Highlight the rivets and some leading edges of the metal with Cold Steel. To get a dramatic contrast between the windows and the walls, paint the windows on the church and tower with Thamar Black. Paint the inside of the smaller windows with thinned-down Thamar Black.

6) Paint the church domes and metal roof with a mix of Rhulic Gold and Sanguine Base. Paint the domes on the small building and Towers with Brass Balls.

Use watered-down Thamar Black to create streaks that run down the metal roof. Use vertical strokes to emulate the natural flow of water if it was poured on the roof.

7) In order to create the rusted patina look on the domes, mix Thrall Flesh and Arcane Blue with some water and Formula P3 Mixing Medium. Paint this on the brass domes using the same technique as the black wash.





8) Embellish the tops of the domes with Choir War Priest staff heads. Drill small holes into the center of the domes and superglue the part into place.

9) Draw the stained glass windows on card stock. Use a black marker to draw the leading and then paint in the colored glass with thinned down paint.

Cut out the windows and use white glue to attach them to foam core cutouts from the windows. Then, press the

windows back into place from the inside of the building. The painted card windows will show through the black window frames.

10) For the large doors, paint the deeper part with Rhulic Gold. Paint the Menofix with Beaten Purple. Finally, apply a watered down black wash over the entire door. Highlight the Menofix on its rivets and leading edges with Beaten Purple, lightened with a little Morrow White.



OVERKILL

WARMACHINE DAMAGE POTENTIAL

BY TIM SIMPSON ART BY CARLOS CABRERA, CHIPPY, SLAWOMIR MANIAK, NEIL ROBERTS, & FRANZ VOHWINKEL

In the war-torn lands of western Immoren, the players of WARMACHINE continuously battle to secure victory for their beloved factions. However, these battles may not always go the way a player intends. When all else fails, many of these games can come down to a single attack that can turn the tide and completely change the dynamic of the game. When adding in all the potential ways to make that damage count, it only can lead to one thing: Overkill!

Overkill can appear in several different forms. Combined Melee Attack and Combined Ranged Attack are two common abilities that create overkill. These abilities take the amount of damage a unit can do to the next level, shredding enemies and swinging the balance of the game. Each faction, in its own way, can create a situation in which overkill can occur.

MERCENARIES RHULIC OVERKILL

The Setup

Gorten Grundback, currently working for Khador, is engaged in a border skirmish against Cygnar. Having lost a Grundback Gunner to long arm shots from a pair of Hunters, a damaged Ironclad has run into position for a game ending charge next turn. Gorten is about to show Cygnar why they shouldn't underestimate Rhulic machinery.

Models Needed

- Gorten Grundback
- Lady Aiyana & Master Holt
- Gorman di Wulf
- Ghordson Driller

The Overkill

First, Gorten upkeepes Strength of Granite on his Ghordson Driller and allocates 3 focus to the 'jack. Then, Lady Aiyana moves within range and targets the Ironclad with Kiss of Lyliss, which grants a +2 bonus to damage rolls to any model that attacks the Cygnaran warjack. Gorman di Wulf, who has been waiting in the shadows, hits the Ironclad with a rust grenade, lowering its ARM by 2. Finally, the Driller charges the Ironclad. The combination of Strength of Granite, Kiss of Lyliss, and rust makes the Driller an effective P+S 25 on its drill attack. The expected value of damage on the charge is between 17-18 points. Damaged earlier in the battle, the Ironclad will be reduced to a pile of scrap by the charging Driller.





CRYX OVERKILL DIRTY D STYLE

The Setup

Warwitch Deneghra has been fighting with the Trollbloods over some territory on the edge of the Thornwood Forest. Having seen Hoarluk Doomshaper, Rage of Dhunia, unleash his Earthborn Dire Troll on her thralls and a helljack, Deneghra has decided to end the Earthborn in one fell swoop.

Models Needed

- Warwitch Deneghra
- Nightmare
- Gorman di Wulf
- Ogrun Bokur

The Overkill

First, Deneghra allocates 3 focus to Nightmare, who has just finished off his previous prey. When she activates, Deneghra uses her feat, The Withering, to inflict a -2 penalty to the Earthborn's ARM. She then casts Parasite on the Dire Troll, lowering its ARM by another 3 points. Bane Lord Tartarus, who was near the destroyed thralls, moves in to attack, and his Dark Shroud ability lowers the afflicted Earthborn Dire Troll's Arm by another 2 points. Nightmare chooses the Earthborn as its new prey, gaining +2 to damage rolls against it, and spends 1 focus to charge laterally into the Dire Troll. With its attacks aided by all the debuffs affecting the Earthborn (effective ARM 11) along with the prey bonus, Nightmare uses his Combo Strike special attack to hit the Earthborn at an effective P+S 31. The expected value of damage on this charge is between 23-24 points of damage! Combined with the damage Tartarus has inflicted, this single attack could be enough to destroy the Earthborn in a single damage roll. If not, the extra 2 focus allocated to Nightmare will let it make short work of the Dire Troll.

CYGNAR READY, AIM, OVERKILL

The Setup

Major Markus "Siege" Brisbane has encountered a small scouting force from the Legion of Everblight while on his way to reinforce Point Bourne. Taken by surprise, Siege lost his only heavy warjack. To deal with the immediate threat of Typhon, Siege only needs his remaining units of Trencher Infantry and the Black 13th Gun Mage Strike Team. Lylyth, Shadow of Everblight has protected Typhon with Shadow Pack, providing the great dragonspawn with Stealth

Models Needed

- Major Markus "Siege" Brisbane
- Trencher Infantry
- Black 13th Gun Mage Strike Team

The Overkill

Siege keeps all his focus, activates, makes a full advance, and then uses his feat Breach. The next time any enemy model takes damage while in Siege's control area, its base ARM is halved. Now, the Black 13th activate. Lynch moves up and targets Typhon with Fire Beacon. Fire Beacon is a 5" AOE that allows friendly models to ignore Camouflage, Stealth, and Cloud Effects when targeting other models in the AOE. Lynch has True Sight, allowing him to ignore concealment, Camouflage, and Stealth, so this attack doesn't auto miss. Fire Beacon doesn't cause any damage, so Breach isn't triggered. Now, the full Trencher Infantry unit is able to move up and use Combined Ranged Attack against Typhon. With all 15 Trenchers in range Typhon will suffer a single shot at an effective POW 26. With Typhon's base ARM halved to 9, the Trenchers are already 17+ on the damage roll and poised to take a huge chunk out of the character warbeast even with a poor die roll.

PROTECTORATE OF MENOTH FAITHFUL OVERKILL

While transporting needed supplies to the Northern Crusade High Allegiant Amon Ad-Raza and his battlegroup have been ambushed by the Skorne. To keep the Skorne from coming back and attacking this region again, Amon decides to teach them a lesson by taking out the infamous cyclops, Molik Karn. Supreme Archdomina Makeda has cast Leash on her favorite warbeast, allowing him a greater threat range next turn.

Models Needed

- High Allegiant Amon Ad-Raza
- Scourge of Heresy
- 2 Dervishes
- 2 Devouts
- Choir of Menoth

The Overkill

Amon does not allocate any focus to his battlegroup, which consists of Scourge of Heresy, two Dervishes, and two Devouts. Amon activates and uses his feat Union, letting him allocate focus to warjacks in his battlegroup for each focus point he spends on a one for one basis. Amon then casts Mobility to increase his battlegroup's SPD by +2. Casting Mobility nets him 2 focus that he allocates to Scourge of Heresy. Amon then casts Synergy, which increases melee attack and damage rolls by +1 for each other model that hits an enemy model with a melee attack. He then allocates 1 more focus to Scourge of Heresy, giving it a total of 3, and then allocates one focus to a Dervish. Now, Amon charges the

closest enemy models, a unit of Praetorian Swordsmen. He kills the first one with Oblivion, triggering Synergy for +1. He then casts Convection, which destroys another Praetorian Swordsman in melee with him. Convection lets Amon allocate a single focus to a warjack in his battlegroup when he destroys an enemy model; he gives it to the other Dervish. Finally, the High Allegiant allocates the 2 focus he netted from casting convection, giving one to each Devout.

Now that Amon is finished, the Choir activates and uses Battle Hymn, catching all five warjacks within the 3" range. Battle provides the affected warjacks with +2 to attack and damage rolls for one turn. The first Dervish activates and spends its focus to charge an exposed Paingiver Beast Handler, killing it and increasing the Synergy bonus to +2. The second Dervish activates and charges a nearby Praetorian Swordsman, cutting down the skorne warrior and increasing the Synergy bonus to +3. The first Devout activates and charges another Swordsman, increasing the Synergy bonus to +4. The remaining Devout was already in melee, and uses its focus to destroy the Ancestral Guardian it was fighting, increasing the Synergy bonus to +5. Now Scourge of Heresy activates and spends 1 focus to charge Molik Karn. Scourge of Heresy's weapon, Punisher, has the Purgation ability, which provides an additional attack and damage die rolls against models with upkeep spell on them. With the Battle Hymn bonus and the Synergy bonus, Scourge of Heresy has a +7 to its damage roll, for an effective P+S 25. With Molik Karn's ARM 18, the expected value on damage is 21 points. Assuming a good roll doesn't kill the 'beast outright, Scourge of Heresy's Blazing Star will make short work of Makeda's pet.





KHADOR MASSIVE OVERKILL

Patrolling near Leryn, Forward Kommander Sorscha is ambushed by The Harbinger and her force of Protectorate troops. Sorscha needs to drive off The Harbinger before Protectorate reinforcements show up.

Models Needed

- Forward Kommander Sorscha
- Behemoth
- Eiryss, Mage Hunter of Ios
- Greylord Ternion

The Overkill

Sorscha allocates 3 focus to the Behemoth's main cortex. Next, a Greylord Ternion moves up and casts 3 Ice Cages on the Harbinger's remaining Devout, making it stationary. Then, Eiryss, Mage Hunter of Ios moves up and hits the Harbinger with a Disruptor Bolt, removing all 10 of her focus. Since the Devout is stationary, it can't use Shield Guard to protect the Harbinger from the Disruptor Bolt. Now, Sorscha advances, casts Boundless Charge on the Behemoth, and uses her feat Winter's Chill. All damage that exceeds ARM against enemy models currently in her control area is now doubled. Boundless Charge grants Behemoth +2" of movement, Pathfinder, and allows the huge warjack to charge without spending focus. The Behemoth activates, charges the Protectorate warcaster, and hits with one of its mighty fists. With Armor Piercing, the Harbinger's base ARM 14 is reduced to a meager 7. So that P+S 12 fist is already 5+ on the damage roll. Add in the effect of Winter's Chill and the expected value of damage on this charge is between 30-32 points of damage, more than enough to send the Harbinger back to the Creator.

RETRIBUTION OF SCYRAH FORCE GENERATED OVERKILL

Ravyn, the Eternal Light, is attacking a Khadoran fort in the Retribution's ongoing campaign. The Old Witch of Khador is currently defending the fort and has come out to drive off the attacking Iosans. Having used Gallows to bring Ravyn nearer to her, the Old Witch is about to learn the true meaning of Retribution.

Models Needed

- Ravyn, the Eternal Light
- Manticore
- Lady Aiyana & Master Holt
- Arcanist

The Overkill

Ravyn upkeep Vortex of Destruction and allocates 3 focus to her Manticore. Vortex of Destruction provides boosted damage rolls for all friendly models that are fighting an enemy model in Ravyn's melee range. Lady Aiyana advances toward Old Witch and casts Kiss of Lyliss to increase damage against the Old Witch by +2. Now, an Arcanist moves up and uses Concentrated Power on the Manticore, increasing its melee damage by +2 for this turn. Ravyn activates and advances into melee with the Old Witch. Finally, the Manticore activates and spends 1 focus to use Force Generator, increasing its strength by +3 this turn. The myrmidon then walks up into melee with the Old Witch and uses its Combo Strike special attack, allowing it to add its POW twice to the damage roll. With all of these bonuses, the Manticore has an effective P+S 27 with boosted damage against the Old Witch. Assuming the Old Witch did not have any focus remaining, the expected value for damage against her would be around 23-24 points of damage, more than enough to vanquish the enigmatic crone.



Concept Carnage

Concepting Wrath II

By KRIS AUDIN • ART BY CHRIS WALTON AND ANDREA UDERZO

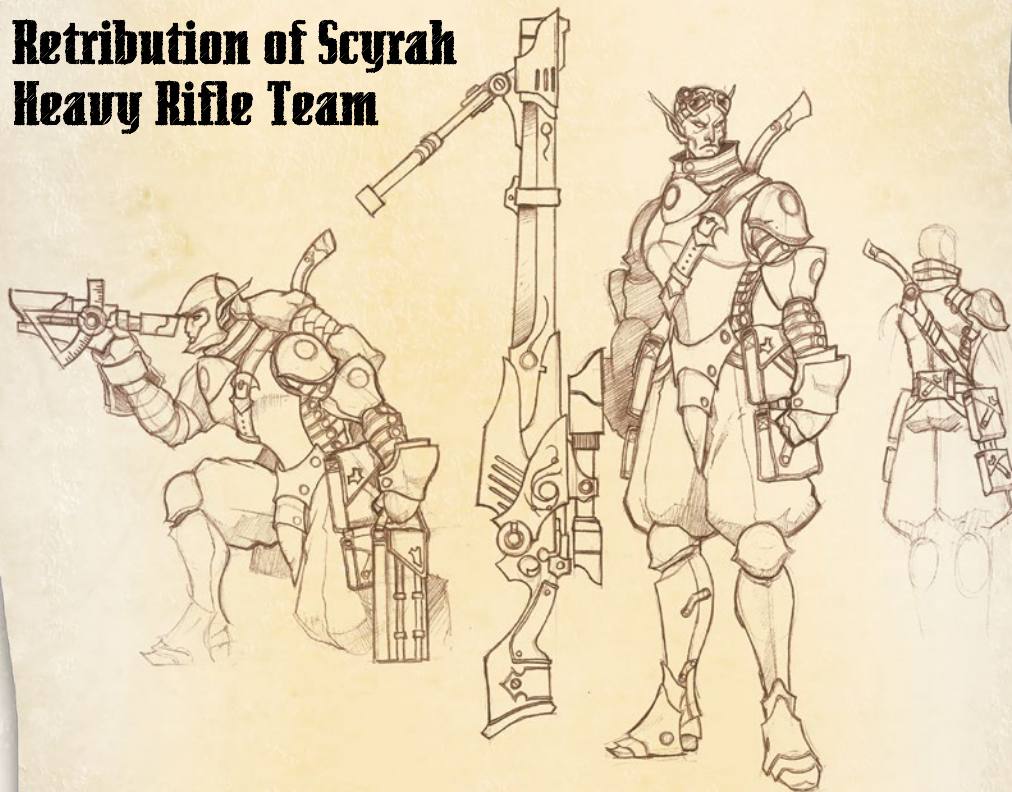
Lord Exhumator Scaverous



Lord Exhumator Scaverous was one of the strangest concepts to come out of *WARMACHINE: Wrath*. Scaverous is a lich lord who searches for long lost knowledge and arcane secrets, so essentially we wanted a bizarre-looking crypt keeper. Scaverous needed to look like a lich lord yet have a very distinctive form that set him apart from the existing Cryx warcasters. Although he has a hunched iron

body, Scaverous is still large and imposing, especially with that massive chained scythe. He also has a number of mechanical arms mounted on his rib cage for snatching up anything he may come across while tomb raiding (skulls, souls, shiny objects, etc.). In Scaverous' chest cavity we can clearly see the skulls of the unfortunate souls Scaverous has wrested from their tombs.

Retribution of Scyrah Heavy Rifle Team



Flameguard Cleanser Officer



The Retribution has an all-new artillery team equipped with a portable heavy sniper rifle. Since this team is a Houseguard unit, we wanted to maintain the Houseguard look and still make the team's gear representative of their role in the battlefield. The look of the heavy rifle was drawn from the Ghost Sniper's arcane cannon, but scaled up and made to look like it could do some heavy damage at long range. The Rifle Team's spotter is equipped with an advanced elven range finder for judging distance and other ballistic factors, as well as some extra ammo bags. One challenge to this concept was making the gun as large as we could while still allowing the sniper and bipod legs to fit on the base.

The Flameguard Cleanser Officer is an awesome new unit attachment for the Protectorate Flameguard Cleansers. To make an officer out of a grunt, we have to look at the key visual notes of the model, such as armor, costume, weaponry, and pose. Then we embellish and magnify those details to make the figure stand out from the rest of the models in its unit. The goal is to show the model's rank and experience while keeping it in the same range of the standard grunt both thematically and mechanically.

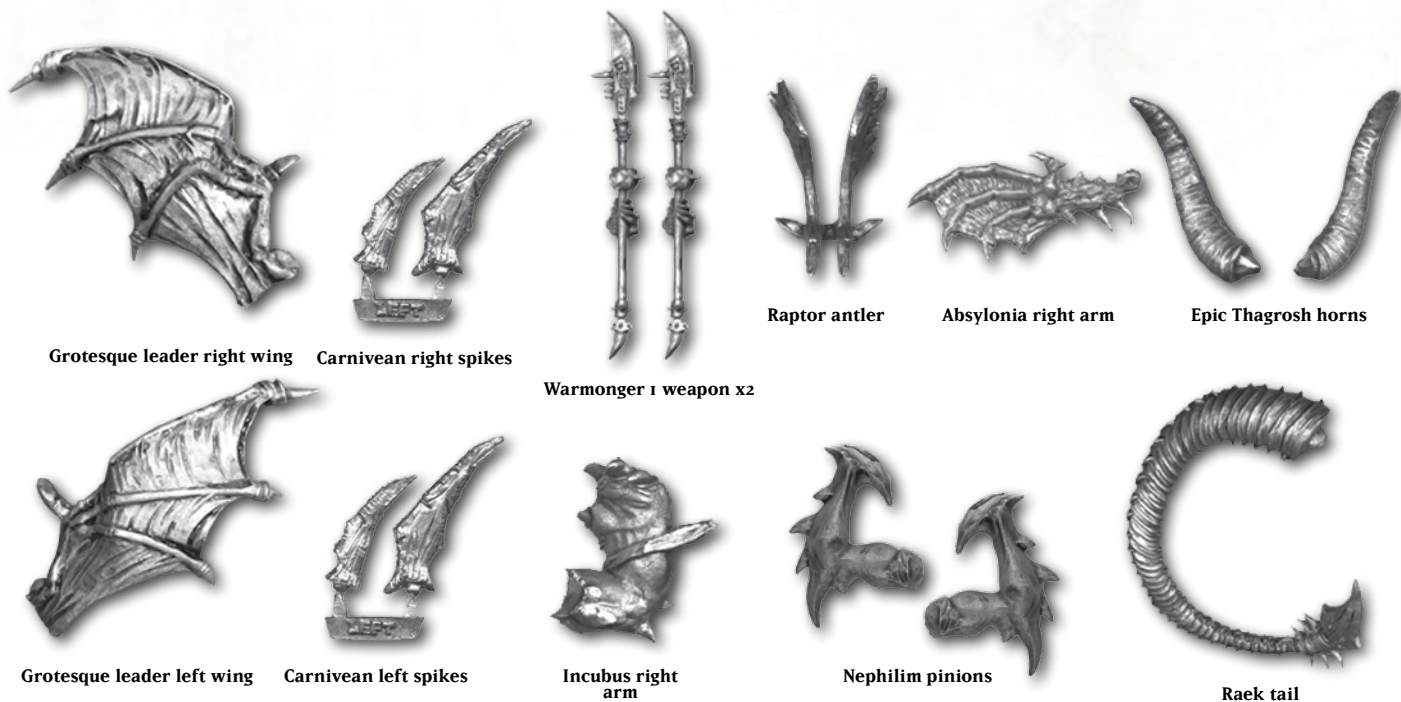
BODGE BIN

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BLIGHTED GATORMEN

Privateer staffers Adam Johnson and Will Schick once again show off their modeling and painting skills with this blighted Gatorman Posse. Each gatorman has received Everblight's "gift" and is festooned with horns, wings, and other spiky bits normally seen on dragonspawn.



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WILL SHICK'S

Ever Purple



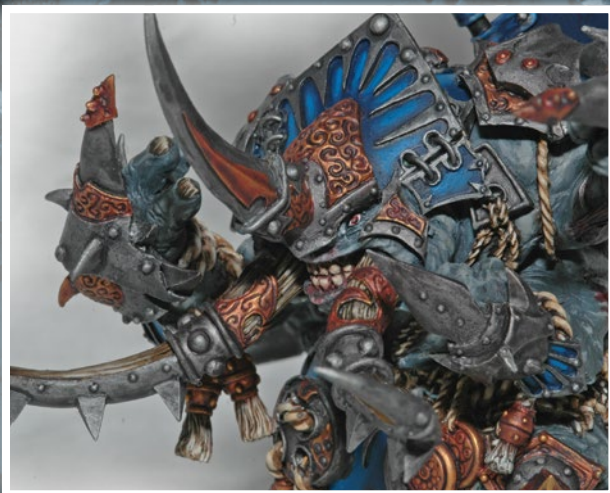
This force represents just a small portion of the draconic horde I have collected since the release of HORDES in 2006. Legion of Everblight is far and away my favorite faction for HORDES. I love the look of their warbeasts, the way they play on the table, and their background within the Iron Kingdoms. Of course, my absolute favorite models from the range have to be the Carniveans. Not only are these models gorgeous, they are absolutely terrifying on the tabletop.

When it came to choosing a color scheme, I knew I wanted to take the opportunity to work with a new color. After much thought and deliberation, I decided to use purple and a blue-black as the main colors for my Legion paint scheme. I've always loved the richness and depth purple can bring to a model, and I really feel it captures the sleek reptilian feel of Legion warbeasts. It also makes a great lacquered armor color thanks to its vibrancy. No matter what project I am currently working on, my Legion of Everblight remains one of my all time favorites. I look forward to adding plenty more to the dragon's host in 2011!



THE PLAYER GALLERY

Extreme Titan Blues



Forsaking the standard Skorne red for a more civilized color, Brandon Hodgins' Extreme Titan Gladiator wouldn't look too out of place next to an Ironclad or Cyclone warjack. However, this is not a Cygnaran pet beast. Brandon assures me that despite his color choice, his Extreme Titan is 100% Skorne.

WEATHERED WARJACKS

Piotr Mikians shows off his technical prowess with some awesome weathering effects on a Juggernaut, a Mariner, and a unit of Bile Thralls. These models look like they've been to hell and back—in a good way!



INKED UP CHALLENGE

The Painting Challenge of *No Quarter* #33 was to show off your freehand skills and tat up your model like a prison thug. We wanted to see tattoos of all different varieties adorning every square inch of skin your models had to spare. Here are the incredible results!

WINNER: DANIEL CORTEZA

Daniel Corteza's "Tatted Trollkin" displays his freehand skills with some awesome detail work on the broad back of Borka's Keg Carrier. This Keg Carrier has the right idea in tattooing a target on his back. That way, enemies armed with ranged weapons won't be tempted to shoot his vitally important burden—the beer!

Check out page 53 for the next Painting Challenge and see if you can paint like a pro!



RUNNER-UP

"TRIBAL TROLL" BY SIMON FOSTER

Simon Foster's went all-out with the tattoos on his entry, adorning this Winter Troll and its whelp with awesome, spiraling tribal designs.



THE POOP DECK



IN THE NEXT
NO QUARTER
MAGAZINE

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MAGAZINE

MANGLED MODEL

...from myriad warjack parts, a War Hog is
...and when chopping through its
...would be sure to squeal if
...Identify the parts that
...away the boar-dom.

BIG THINGS ARE COMING TO WARMACHINE
NEXT ISSUE

More

Into the Wild Blue Yonder
Cygnar in Strategic Academy

PLUS, Four-Star Mercs in
Power Progression, Deathjack
in the Gavyn Kyle Files, and tips
on playing bigger battles.

Answer: Brine, Devastator, Kodiak, Mule, Freebooter



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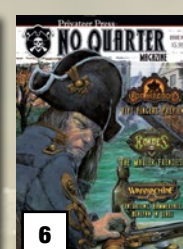
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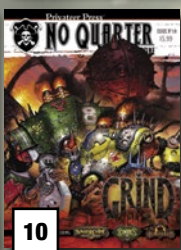
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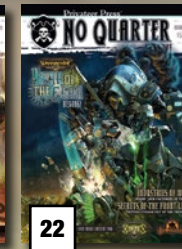
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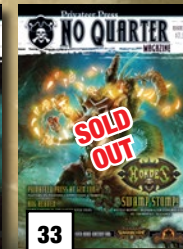
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WRATH

FUEL THE ENGINES OF WAR

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